FULL N64 INTRO

Nintendo®

IT'S HERE! IT'S HOT!

THE N64 KICKS IN

MAR '97 ISSUE #48

- PREVIEWS: MARIO KART 64 • TUROK SHADOWS OF THE EMPIRE
- PLAYGUIDES: MARIO 64 • PILOTWINGS 64

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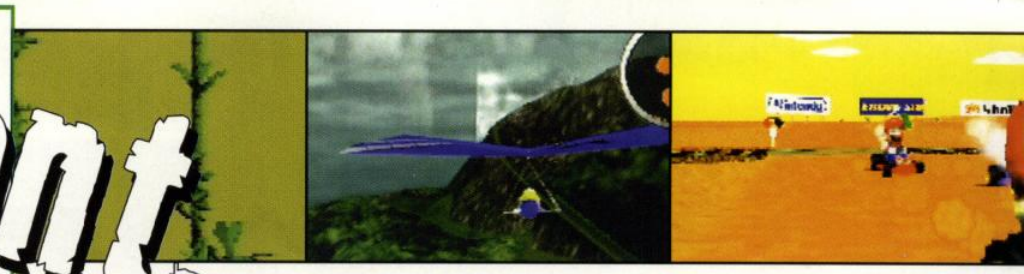
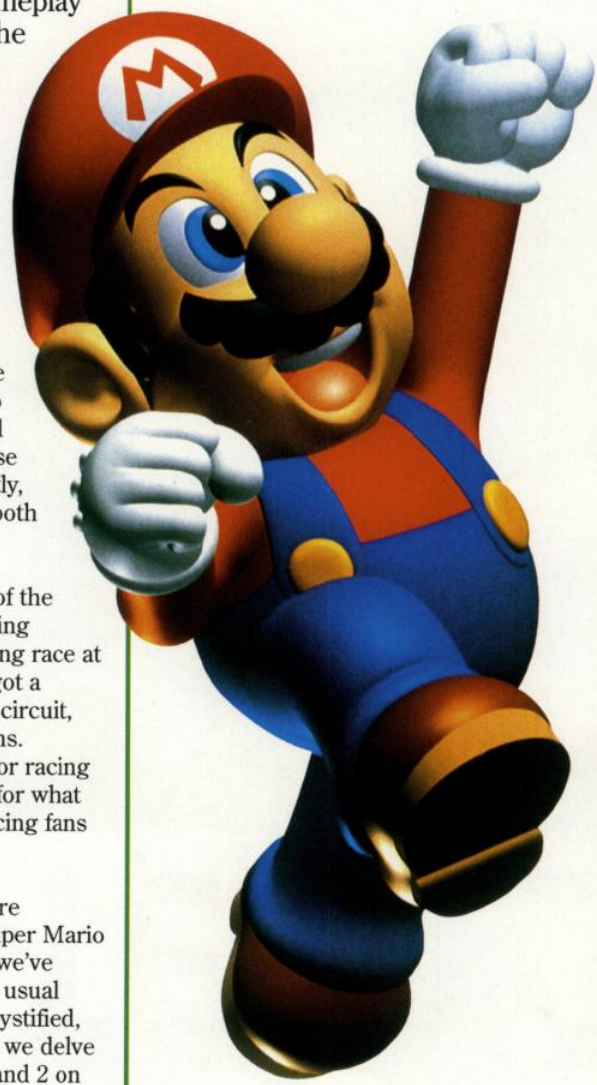
up front...



finally, the N64 is here in full effect. Now's the time for all those cynics to eat their hats and start really playing with power. The N64 is a games console that has the power to give you all the gameplay you want while serving up the most delicious graphics and movement ever seen. And the quality of the games is without question!



as you might have guessed, we've gone totally N64 mad this month and as a way of putting you all in the picture we've laid out the events leading up to the March 1st launch. We've also got special previews of Mario Kart 64 and the highly anticipated Shadows of the Empire. Both these games arrived at the office recently, and we can assure you that they both look fantastic.

this month also sees the start of the 1997 Formula One Motor Racing Championship, with the opening race at Melbourne's Albert Park. We've got a special feature on the Melbourne circuit, and our tips for all the top positions. There's also a peep at classic motor racing games from the past and a taster for what we can expect in the future, so racing fans are in for a treat.

on the game-playing front we're continuing our mammoth Super Mario 64 playguide, only this time we've covered two worlds instead of the usual one. Class B in PilotWings is demystified, and Kong fans will be rejoicing as we delve even deeper into Donkey Kong Land 2 on the Game Boy. We've also managed to get hold of the elusive Terranigma for the SNES, and after a thorough seeing-to, it's been given the review treatment.

we were pretty surprised that the first load of N64 tips came in so quickly, and we've added some of your contributions to our own. Judging by your letters you've been just as impressed with the creature as we have. Anyway, full marks for writing in so quickly, and keep those codes coming in.

let's get on with it then... Turn the page and get to grips with that thing you've been promising yourself for so long. Go on, indulge yourself... The fat owl says it's OK!

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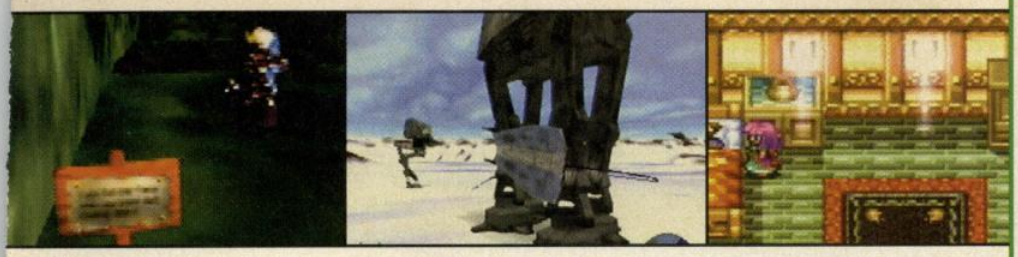
COMPETITIONS TERMS AND CONDITIONS

Competitions in this magazine are promoted by Catalyst Publishing, Level 28, Rialto 525 Collins Street, Melbourne, Vic 3000. Entry is open to residents of Australia & New Zealand with the exception of officers or employees (including immediate families) of the promoter, its advertising, sales promotion agency and printers. Entries close by the end of the working day Friday 28th March 1997. The winning names will be printed in a future issue of Nintendo Magazine System. Prizes are not transferable nor are they redeemable in cash. The judges decisions are final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. Each contest is a game of skill, not chance, and, as such all entries will be judged on merit.



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CHEERS MATE!

Rachelle Connor at Nintendo and Beth Llewellyn at NOA; Roadshow Interactive for the Ultimate Mortal Kombat carts; Steve Spangaro who's all the rave; Tad Yamaguchi at Capcom; Nikki Hemming at Virgin; Frazer Nash at Gametek; Simon Smith-Wright at Acclaim; Simon Farmer at Rare; Jonathan Alley at Siren and Tim Anderson at MadMan; The team at Midway/GTI/Williams; Jo Bartlett at Titus.

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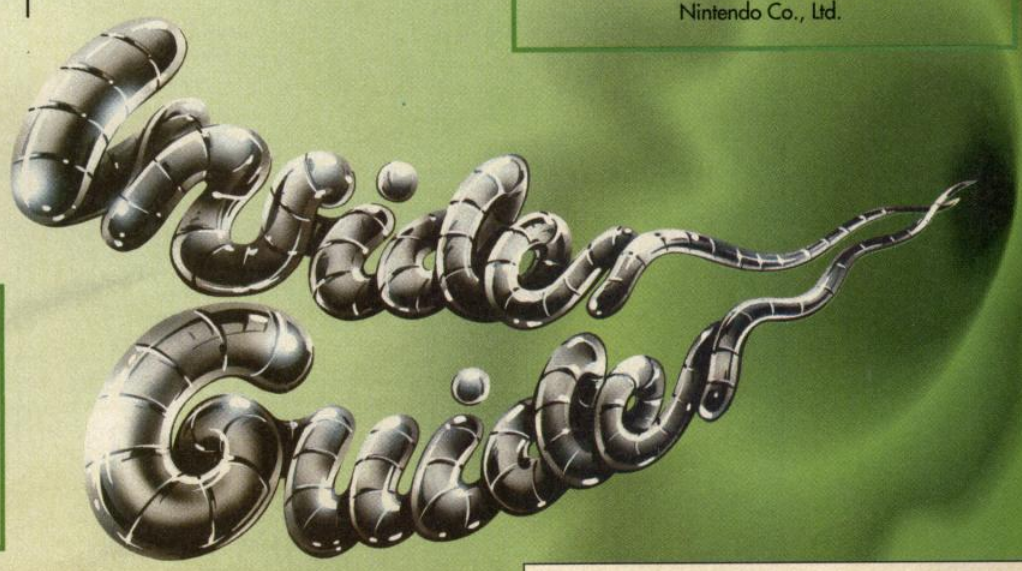


Write off !

Quite a few of you are asking questions in your letters that, frankly, Skull is too lazy to answer and Les too sad. If you've got a comment or a question that you'd like us to include, send it to the usual address and we'll give it the treatment it deserves.

Write off!
NMS Magazine,
PO Box 14225,
Melbourne,
MC Victoria, 8001

email: catalyst@popmail.dircon.co.uk

Dear Sir,
This letter may only appear in the magazine days before the N64's launch but here are some questions that I feel haven't really been dealt with:
1. Why is the N64 cartridge based? I understand it is to avoid loading data and such, but cartridge storage seems so expensive and limited in storage capacity compared to CDs (100 or so Megabits compared to 600+ Megabytes)
2. Am I right in this information? That is, are cartridge based games measured in Megabits not Megabytes, meaning that 8 Megabits = 1 Megabyte?
3. What is the maximum available space in Megabytes for an N64 cartridge to date?
4. What about the hard drive for the N64? Is this an indication of Nintendo's realisation that cartridge cannot compete with CD and that this 'peripheral' is supposed to make up for it (I mean, why else would it come out after the N64 and not part of it)?
5. I hear that this lack of storage capacity has caused games like MK Trilogy and KI Gold to become rather choppy in their animation (due to lack of frames available) True?
I hope you can answer my questions.
Sincerely,
Mark Romero

1. Nintendo's always been a keen supporter of the cartridge format, but not just to save on loading time. Ever since CDs were invented, companies have had major problems with piracy, especially in the East. This may not sound like such a big deal, but remember that every pirate CD bought means profit lost for the original games company, which is sure to affect future output. Nintendo have always used the cartridge format, as carts are much harder to copy than CDs.
2. Your calculation is basically correct. Data flow, or what happens when data is transferred from a cart to the machine's CPU, is measured in Megabits. But storage capacity, or how much data a cart or CD can hold, is always measured in Megabytes.
3. The largest N64 carts to date are Star Wars - Shadows of the Empire and Killer Instinct Gold. These are both 96 Megabit carts, which translates to 12 Megabytes of info.
4. Having opted for the cartridge version, enabling high speed data transfer, the hard drive is a logical way of storing saved data without impeding the gameplaying speed.
5. We don't have all the details of frame rates and such like for these, but initial showings of both games look OK. We'll make enquiries and get back to you next month.

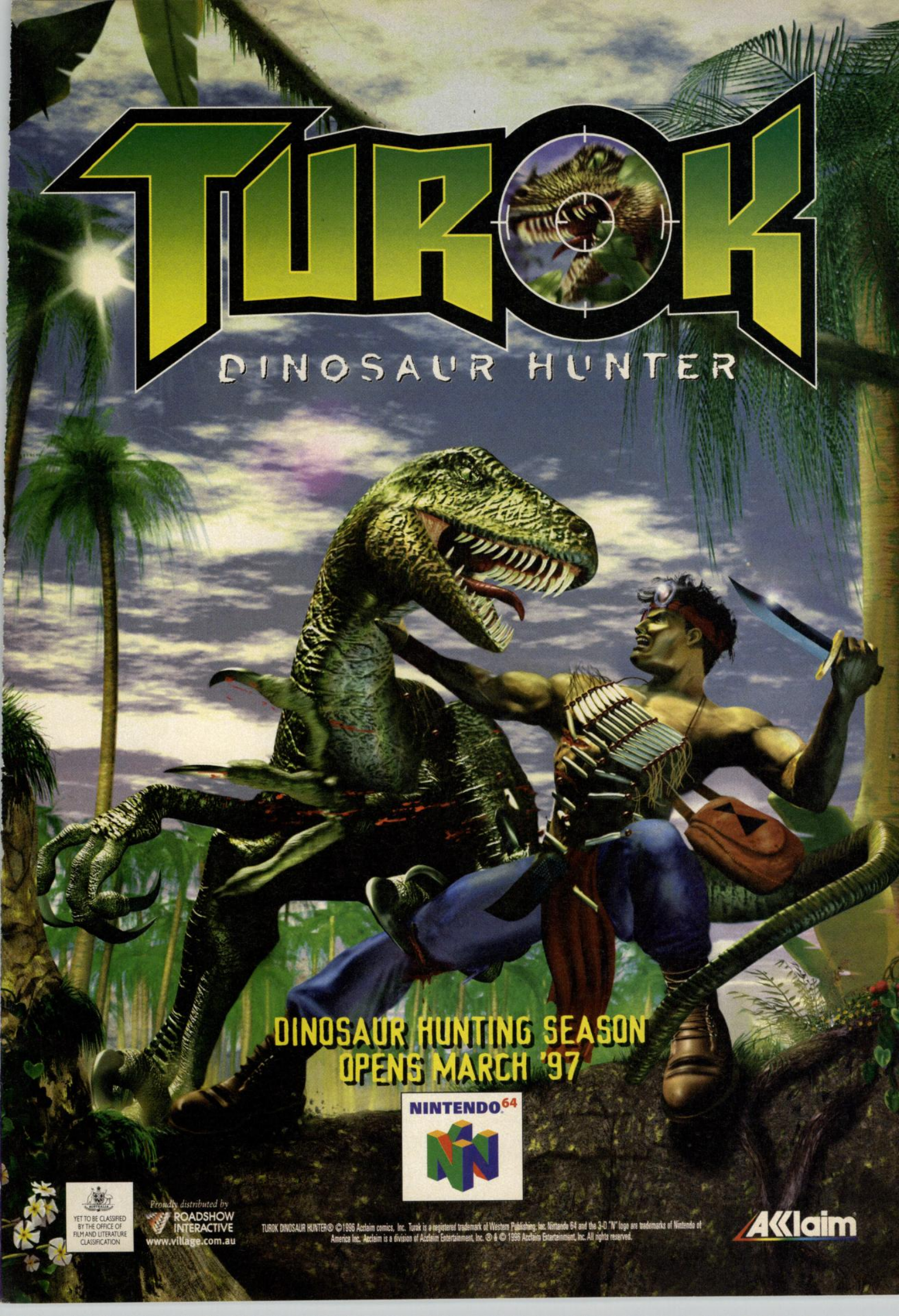
To NMS,
I always buy your magazine, however I am confused by an article I read in the November issue #44. In it you included an interview with Simon Tambourine, chief game guru at Nintendo Australia. In this interview he quoted that the games to be launched here are "Shadows of the Empire, Blast Corps, Goldeneye 007, Super Mario Kart, Kirby's Air Ride and Starwing". However, when I went down to my local videogames store to pre-order the Nintendo 64, I was told that the only games available on the release were Super Mario 64, PilotWings and Wave Race 64. What's happened to all the other games? Surely Nintendo would not allow someone to make such statements if they couldn't back them up! Further more, he said there would be heaps of third-party games too. When will we be actually seeing any of those games? I hope you can clear this issue up.

1. When will Turok - Dinosaur Hunter and Zelda 64 be released in Australia?
2. When will the bulky drive be released in Australia, how much will it cost and what will it do?
3. I have heard of a device called the 'jolt cartridge' that fits into the memory slot on the N64 controller and it works by jolting the controller, say, when you collide or get shot in a game to give a sort of arcade feel to many games. Is this true or just an internet rumour?
4. Last of all, is there a chance of the N64 getting a "Resident Evil" type game in the near future?
Thank you,
Darren Barker

OK, here's the story so far. On the actual release date of the N64 (March 1st '97), you'll be able to get hold of Super Mario 64, PilotWings and Wave Race 64. Shadows of the Empire will be out on April 1st. Turok has a confirmed release date of March 17th, Cruis'n USA rolls into town on 1st May, and Killer Instinct Gold will be make its debut on 1st June. We've also got a June release for Gametek's new N64 title, Robotech – Crystal Dreams, but no details regarding the release of Zelda 64 are available at the moment. Mario Kart 64 and the other games mentioned in the interview don't have confirmed release dates as yet, and Simon was only listing some of the known titles at that time.
The 'bulky drive', or 64DD as it will be known, is essentially a writable disk drive unit which will attach to the bottom of the N64 console. This will enable players to write their own data into certain games and add extra memory storage to the system. The 'DD' will probably be used predominately for role playing games and educational software.
3. No it's not a rumour. Nintendo have developed a device which slots into the back of your controller, and vibrates according to what action is going on. For instance, if you get blown up, the pack will buzz, or jolt if you get hit during a fighting game. It's been designed to give the N64 games an extra arcade feel to them. We haven't tried a jolt pack out yet, but the reports we've heard suggest that it works really well, albeit on a smaller scale to arcade games.
4. If you're looking for that particular first-person shoot 'em up, there's some good news. Midway are putting the finishing touches to Doom 64, described by some critics as the best Doom ever, and Acclaim's Turok: Dinosaur Hunter is in the same vein. We also know there's going to be an N64 version of Quake, the highly regarded PC game, and GT Interactive have the license for Hexen 64. Shadows of the Empire also contains a good chunk of Doom-like sequences, amongst the other flying and shooting scenes.

Dear NMS,
I've been collecting NMS since issue #1 and I still think it's a great magazine.
I'm writing about the prices of consoles. Don't you think the price is getting way too much as new machines come in? For example when the Nintendo came out way back in the early 80s it was $200 with a game, then came the Game Boy at $160, SNES at $380. All systems came with a game. Now with the Nintendo 64 on its way for an expected price of $399, you might as well say $500 as it doesn't come with a game. All the new 'next generation' systems are doing alright on the market but don't you think they would make a lot more profit if they sold the N64 for around $150 instead of $399? More people would be able to afford it and a lot more profit would be made by companies. I know you'll say that parts of the money go towards the company, retailers etc, but don't you think the prices are too steep? Nintendo should take the price drop into consideration and that way they'll be able to sell a lot more in a shorter time. Then everyone would be happy.
Thomas Ryan

So what do you think? Priced too high? Not enough games at the launch date? Drop us a line and we'll look into things for you, or just give you the space to sound off when you feel you've a need to.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NINTENDO NEWS NETWORK

WE HAVE LIFT OFF!

Anyone who was anyone was at the Nintendo 64 launch party on February 4th. Still a month away from the official release, members of the press and other interested parties were lucky enough to be invited to the bash which showed off Nintendo's launch plans for the N64. After quaffing all the free booze, the guests were entertained by Darth Vader and his Stormtroopers, Mario and loads of other Nintendo characters. It had been a long wait to get the N64 out onto the streets but, to everyone's great relief, the time is now upon us, and, hell, that's something to party about!

AVAILABLE MARCH 1st

HARDWARE		SOFTWARE	
Nintendo 64	$399.95	Super Mario 64	$99.95
N64 Controller	$49.95	PilotWings 64	$99.95
Controller Pack	$29.95	Wave Race 64	$99.95
RF SW/RF Modulator	$39.95		

N64 PRODUCTION INCREASE

Good news for all of you who haven't managed to get an N64 just yet. We've heard from Nintendo that the demand for the consoles has been greater than any of the earlier predictions. To meet this demand, production of consoles has been increased from 700,000 per month to a staggering 1 million! Maybe this means you won't have to get up at half past two in the morning and queue outside the store for six hours to get your hands on the world's best games console.

JANUARY COMPETITION WINNERS

We ran three great competitions back in the January issue and here are all the answers, together with the winners' names.

Our first competition was the **Donkey Kong Country 3** Comp. We had five SNES consoles and 10 copies of DKC3 to give away courtesy of Nintendo and we asked you to name five of the Kong family to qualify for the draw. Of course there were loads of names you could have had including Donkey, Dixie, Diddy, Kiddy, Funky, Swanky, Wrinkly, etc. The first five names drawn out of the banana skin have scored a SNES and a copy of the game and they were: Dean Rizzetti, Bundoora, Vic; Lisa Bush, Yass, NSW; Joshua Taylor, East Maitland, NSW; Daniel Cooke, Mt Barker, SA; Stuart Holt, Oatley, NSW. The next five names won just the game: David Brooker, Glandore, SA; Travis Harvey, Elizabeth North, SA ; Chris Traianou, Moonee Ponds, Melbourne; Bao Le, Mansfield Park, Adelaide; Darren Burwood, Carine, Perth.

Our second comp in January was for **Traka** personal pagers from LInk Telecommunications. The first eight names pulled out won a Traka package including a year's free subscription and the pager itself. We asked you which code you'd use to meet your mate at McDonalds and the answer was 415-313. We also asked how many characters you can use in a Traka message (12) and how many messages the device can store in memory (16). The winners were: Darren Macneall, Maddington, Perth; Dylan Kelly, Chapel Hill, Brisbane; Paul Folber, Port Augusta, SA; Gary Oliver, Darlington Point, NSW; Luke Morrison, Mullaloo, Perth; Ben Farrugia, Duncraig, Perth; Alistair Carroll, Broken Hill, NSW; Matthew Hill, Runcorn, Brisbane.

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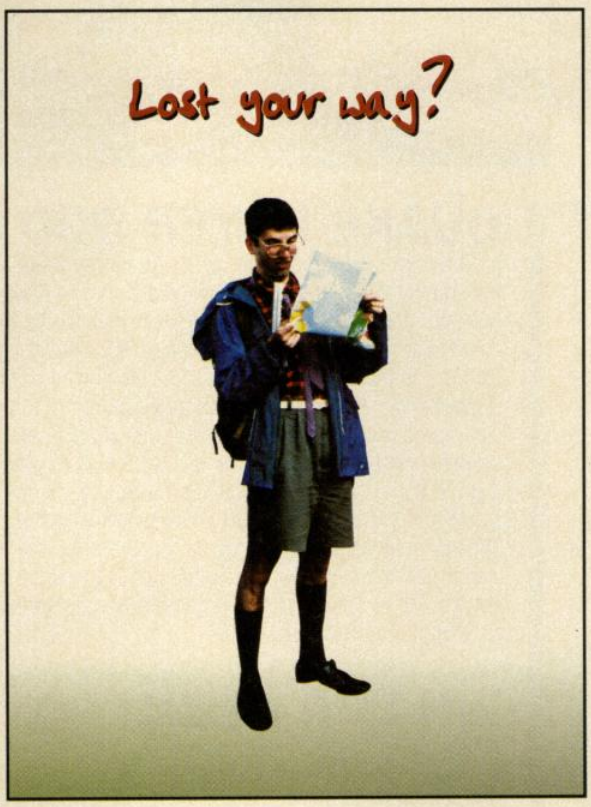
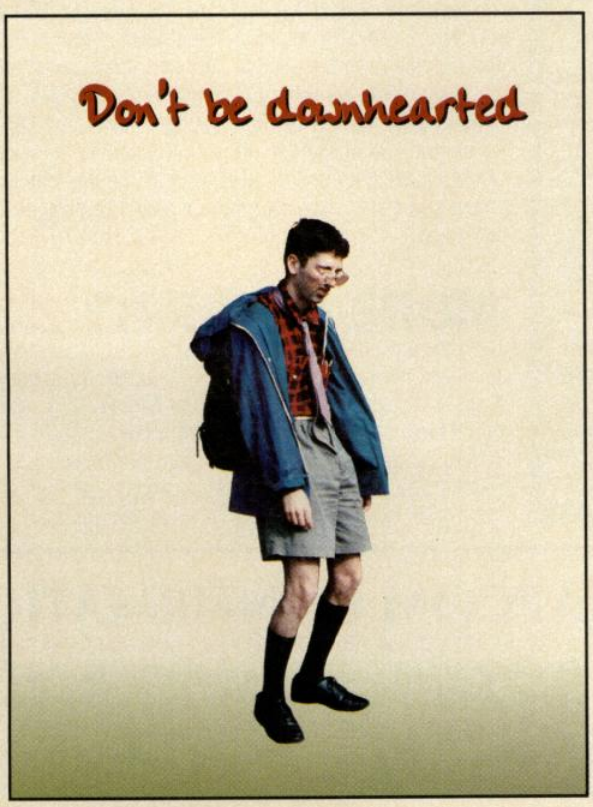
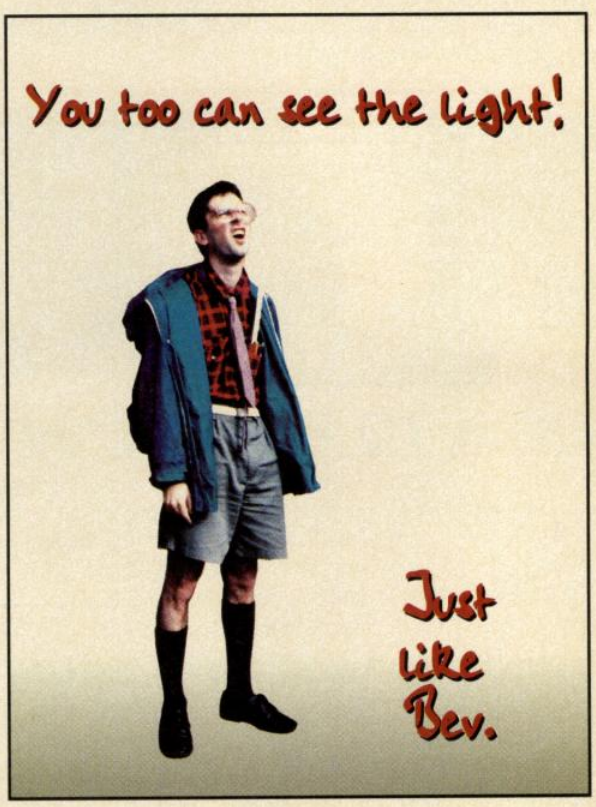




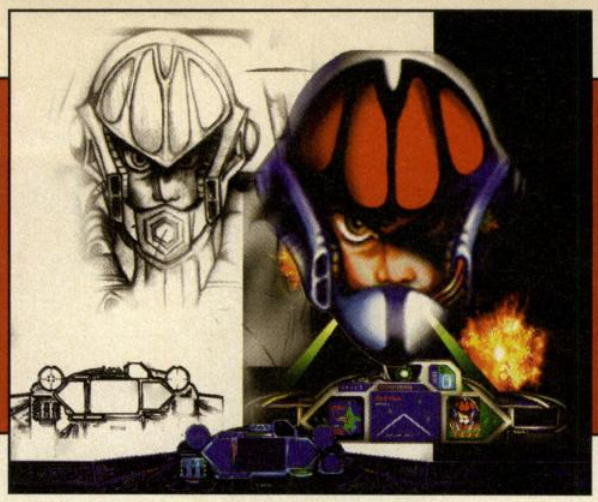


It's not too late - Subscribe to NMS now!

Turn to page 67 before Bev finds his way to your home!

JUST DREAMING

We haven't heard too much from Gametek just lately, but they've been tucked away feverishly working on one of the most anticipated titles for the N64. Robotech – Crystal Dreams is based on the Japanese animated series, and features most of the original Robotech cast. The guys at Gametek reckon they've struck a perfect balace between intricate storylines and explosive first-person battle action, and from what we've seen, the game looks like it's going to be huge! It will be distributed by DirectSoft here in Australia and they're aiming for a June release.



TITUS UPDATE

We told you in January about Titus Software's plans for N64 success with their driving sim Lambourghini 64. The latest on this is that the game's currently behind schedule and not expected to hit the planned release date of June this year. They're hoping to be able to show the game at June's E3 show in the States ahead of a September release.

In the meantime, news has just broken of an exclusive deal Titus have struck with Warner Bros Interactive in the US to produce two new games. They're both based on American cartoons and will be available on N64, Game Boy, PlayStation and Saturn. The first of these is modelled on the new Superman cartoon series and will be available near the end of '97. The second stems from the 'Quest for Camelot' film due out near the end of the year in America. It features the voices of top Hollywood types Christopher Reeve, Jane Seymour, Sir John Gielgud, Gary Oldman and Eric Idle. The game's due for release in the first quarter of '98 and will include all of the Arthurian action, romance and humour of the film.

BLADERUNNER 64?

After setting up their Australian office in Sydney last year, Virgin Interactive are gearing up for their N64 releases. They've got five new games in development at present (including the much talked about Freak Boy) and they recently won the licence for cult cyber thriller Bladerunner. Still in the early stages of development, the Bladerunner game is thought to be a first person action/adventure in the mould of the upcoming Goldeneye and Mission Impossible titles. We've no confirmations as yet which platforms it'll be on but we're hoping for an N64 version. We'll keep you posted.

HEXEN TO HIT THE '64

We've just heard that GT Interactive will be teaming up with Nintendo to produce several titles for the N64. First on the list is Hexen, a first-person 3D adventure game with a definite dungeons and dragons feel to it. Players can choose between three heroes and battle it out in an interactive environment in an effort to defeat the obligatory tyrannical overlords. Howard Lincoln, President of Nintendo America said, "We are excited to have a high calibre publisher such as GT Interactive creating innovative software for the N64. With their track record of bringing the world new and challenging play experiences, we are confident its N64 entries will provide the ultimate in entertainment." Ron Chaimowitz, head honcho at GTI, added "We are very excited to be working with Nintendo to create software for the N64, the premier 64-bit game machine. By combining the N64's impressive processing capabilities with GT Interactive's captivating lineup, we believe we can bring the gaming world some of its most entertaining software yet." Sounds like a match made in heaven, doesn't it? It looks like it too!

WILLIAMS/MIDWAY NEWS

QUAKE IN YER BOOTS

Id Software have handed the rights for Quake 64 to Midway, the company responsible for bringing Doom to the 64-bit console. Word has it that Id were so impressed by Midway's conversion of Doom they even asked the same developing team to do the honours for Quake! Anyone who has played Quake on the PC will tell you it's much harder than Doom with tougher monsters and more complicated levels, and the more powerful graphics processing of the N64 make Quake a game that's really worth waiting for. As yet, no one knows whether Quake 64 will include multi-player matches, as Midway decided to leave them out of Doom 64, but the visuals should blow the PC version out of the water! Midway are looking to release Quake 64 before Christmas this year, so keep it here for further info.

WHAT A RUSH!

Another Midway game that's ripe for an N64 conversion is San Francisco Rush. Although some rumours would have you believe that the game's already in production, a spokesman for Midway in Sydney said this wasn't the case. "San Francisco Rush is just an arcade game at present, but it's certainly one that would make a good N64 title."

The game itself is a racing sim in the Cruis'n USA mould and will graphically re-create the streets of San Francisco. Players will have a choice of cars and they'll race round courses in famous areas of 'Frisco, like Chinatown and Golden Gate Park. If the finished game lives up to its arcade version it'll be unlike any other N64 racer, as the cars are able to jump over one another, and all the courses hold many short-cuts. No confirmation as yet but we'll keep you informed.

MORE CRUIS'N?

Even though the N64 has only just been released over here, the word is that there are already sequels in the pipeline. Cruis'n World is the second part of Cruis'n USA, where you'll have a choice of 16 cars and races in up to 15 different countries. Apparently, there are more tricks in this game to be performed, such as wheelies, car-flips and driving on two wheels. More news as we get it...

CAPCOM CONFIRMATION

Further to our story in last month's magazine, we've confirmed the current state of play with Capcom's long-awaited N64 title. Last month we'd heard that Ghouls 'n' Ghosts was to be their first 64-bit outing but after speaking with the Japanese office, it seems that this isn't the case. So far they've not decided exactly what title to develop but what they could say was that it was likely to be an action game and not a Street Fighter clone. Ghouls 'n' Ghosts was mentioned simply because they're using the spooky platform classic to test out the N64's capabilities after recently getting their hands on the coveted N64 development kit. It could be some time before Capcom have definite release plans for this title but as soon as we hear them we'll let you know.

DOOF!

Melbourne based Steve Spangaro is putting together a film documentary on rave culture and he wants your help. He's been busy researching the phenomenon for months now and has recently started shooting but he still wants ravers to contact him and let him know what they think about the whole scene. He's also particularly interested in hearing from younger dance party goers so this could be your opportunity.

His main aim with 'Doof!' is to get across the real story of rave, and not the sensationalised version you find in the media. He wants to show how raving crosses all language and cultural barriers and isn't the usual idea of just a meeting point for drug-crazed teenagers.

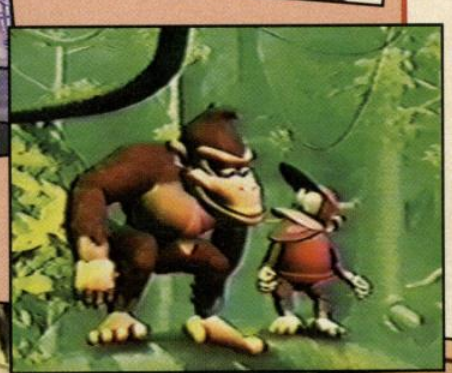
Steve's well used to putting his message across on film. The 29 year old won an international award in 1994 and he also directed a documentary about cyber-culture called 'Cyberdelia' back in 1991 which featured artists such as Stelarc, Ollie Olsen and Cyber Da Da. He plans to work on 'Doof!' all this year and to complete it by January 1998. The plan is to get into on the TV at some point as well as showing it at some film festivals.

If you're into the rave scene in any way then contact Steve at the numbers here to tell him what you think. You'll reach him at 67 Rae St, North Fitzroy, Victoria 3068. His mobile phone number is 0419 508589 and his email address is sspan@bbs.ausom.net.au. We'll take a look behind the scenes of the filming and let you know what's happening.

WATCH OUT FOR A FULL REPORT ON DOOF! LATER IN THE YEAR.

NEWS FROM PARIS

Je Suis Donkey Kong!



We've recently heard talk of a Donkey Kong Country animated cartoon series that's doing the business on French TV. Produced by Paris-based Medialab, the Donkey Kong cartoon has been showing every day on French TV channel France 2 for about a year and was 1996's most successful animated series.

The series is all produced using the latest motion capture technology and wireframe models, and follows the adventures of the Kong klan and a teenage girl. The shots here are taken from the French series and from what we've seen of it, it looks like a really well produced cartoon. It certainly makes a change from Disney anyway!

So far there are 26 half-hour episodes complete and the prodcuers are hoping to bring it out on video later this year. It could be some time before it's seen on TV outside of France (possibly not until 1998) and we can't promise that you'll be able to buy the vid either but we'll contact Medialab again and let you know when a decision's been made.

SPIDER's web

catalyst@popmail.dircon.co.uk

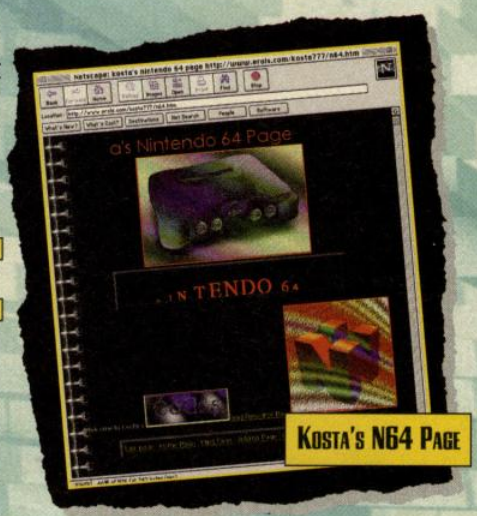
At last! All your gaming dreams have been realised and the N64 is already putting other consoles to shame all over Australia. In this momentous month, we'll be concentrating on the best sites to find info on Nintendo's 64-bit dream machine. Prepare to be amazed... seriously amazed.

There are literally hundreds of N64 sites on the web and as we go through 1997 that figure is sure to increase. As with most subjects on the net, you'll have to sift through the gallons of garbage that pose as web sites before you get to the stuff that's worth taking a look at.

NINTENDO OF AMERICA HOME PAGE

http://www.nintendo.com/ is where you'll find Nintendo's stateside home page and it's the ideal place to start for official information on any of Nintendo's products. When the site was first created it was excellent, but as the years passed the graphics were looking out-dated and the info was only updated once in a millennium. But now, after a complete overhaul, Nin's home page is updated regularly and features a three frame window for easier access to news, reviews and codes.

It's also the only site I found that gives you all the info on the N64's technical specifications and the history of Nintendo the company. And, as you'd expect from any games company site, there are thousands of cheats and codes available for the SNES, Game Boy and Virtual Boy (which never saw the light of day here). There is a severe lack of N64 codes at the moment, but we all know Nintendo like to keep their secrets a secret for as long as possible!



KOSTA'S N64 PAGE

The only minus point is that the site can be very slow if there's a lot of traffic on-line, mainly due to the enhanced graphics and extra frames eating up valuable processing time. But if you want the games, codes and news straight from the horse's mouth, this is the site for you.

SPAWN'S NINTENDO 64

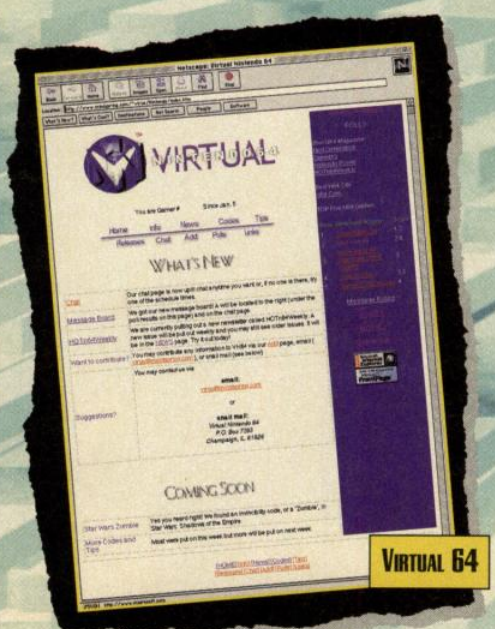
Found at **http://www.public.asu.edu/~ispawn/nintendo.htm**, this site is certainly one of the best independent pages on the black beast that we've discovered. In here you'll find exclusive info on heaps of new games in development and plenty of news stories too. While we can't guarantee any of the site's authenticity, it certainly makes for very interesting reading. There are also downloads galore on this page with plenty of screenshots to whet your appetites for the games to come, as well as screens available for games you maybe never knew existed!

SPAWN'S NINTENDO 64

Technically the site is well thought out and put together in a way that's easy to access without being too tedious on the eyeballs. So even though they lift pages from other sites you'll probably find it easier to look here rather than trawling through the original sites. I was definitely impressed with the overall quality and the speed of the processing, as many multi-framed windows take an age to browse through. The site is also updated on a regular basis so you won't be reading through old info. Spawn's page is a perfect example of how a good web page should work and certainly deserves your attention.

GAME 64

This is another really useful site for anyone into N64 and you'll find it at **http://nth.simplenet.com/n64/n64.htm**. Even though it lacks the spectacular imagery of other sites, it's really user-friendly and has up-to-the-minute info on all things 64-bit. As with the Spawn site, Game 64 takes news stories and previews from other sites and displays them in the most recent order. Looking through the news pages I noticed that most of the stories were featuring developers from the States rather than centering on the goings on over in Japan. This is a sound idea as some of the Japanese N64 titles aren't ever likely to see the light of day over here, but ones available in the USA will probably get to these shores much sooner. The site looks fairly ordinary, but all the facts are there and if you want to know what's going on Stateside, then look no further.



VIRTUAL 64

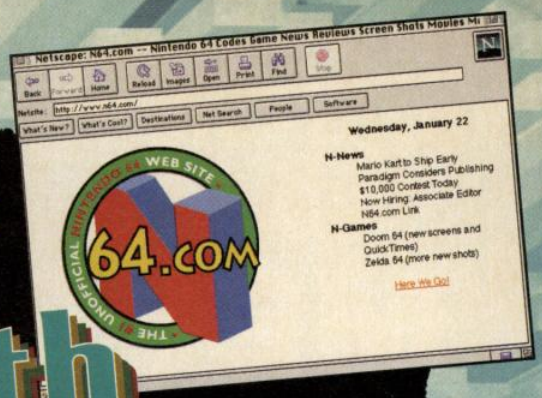
NINTENDO HOME PAGE

VIRTUAL N64

Virtual N64 is one of the more interactive N64 sites, allowing internet users to send news, views and gaming tips across the globe via the world wide web. You'll find it at **http://www.mindspring.com/~virus/**

site of the month

HTTP://WWW.N64.COM/



N64 COM... THE WORLD'S MOST COMPLETE UNOFFICIAL N64 SITE

Site of the month this month has to go to N64.com, which is really what it says – the most complete unofficial N64 site. The pages are well designed and access is quick and easy, allowing you to find exactly what you want without having to wait all day for it. The news pages are updated every day and contain quite a few exclusives that the other sites have missed. For instance, they were the first web site we found to show screens from Doom 64, and they beat the rest again with exclusives on Goeman, Quake and Hexen 64. Although the site won't blow you away with the design or presentation, everything on there is clear and easy to read, and you can flick through the pages as quickly as thumbing through the pages of a book. As this was also the first unofficial N64 site, there's a strange air of authority about it, and I particularly like the way they're objective in their criticism of the new games. While recognising that the '64 is technically superior to the likes of PlayStation and Saturn, N64.com is not afraid to voice its opinion if a game sucks. In short, N64.com gives you everything you wanted to know about the Nintendo 64, and some things Nintendo would probably prefer you overlooked!

Nintendo/index.htm. You can join in on readers' debates, or vote in a users' poll to find out what the current top five N64 games are. You can also send emails to their weekly newsletter, Hot N64 Weekly, which covers all the latest news on the world's first 64-bit gaming machine.

Rather than just concentrating on gaming strategies and recent developments, Virtual N64 is more of an opinion-based page, allowing you, the N64 buying public, to say what you really think of the machine and the current games. You can add your own news, release dates, tips and codes... in fact anything N64 related, and the shy ones amongst you can opt to stay anonymous. Technically the site is a little slow, and could do with a design facelift, but all in all it's a useful site to check out and for voicing your opinions.

KOSTA'S N64 PAGE

Located at **http://www.erols.com/kosta777/ n64.htm**, is one of the few independent sites that has good information on the technical aspects of Nintendo's new machine, and all the add-ons and other accessories that will eventually be available. As far as the 64DD is concerned, look no further than Kosta to get the full information on the bolt-on hard drive and the list of games that are reported to go with it. But as far as new games in development and gaming strategies go, it's pretty useless as the codes that are included are slow to access, and when you do finally get to them you'll find they need updating. Having said that, Kosta's site looks pretty good with trippy, swirling patterns in the backgrounds, and there's also the option to download some complete soundtracks to the N64 games. At the end of the day though, this site is very attractive but it won't keep a serious gamer's attention for too long.

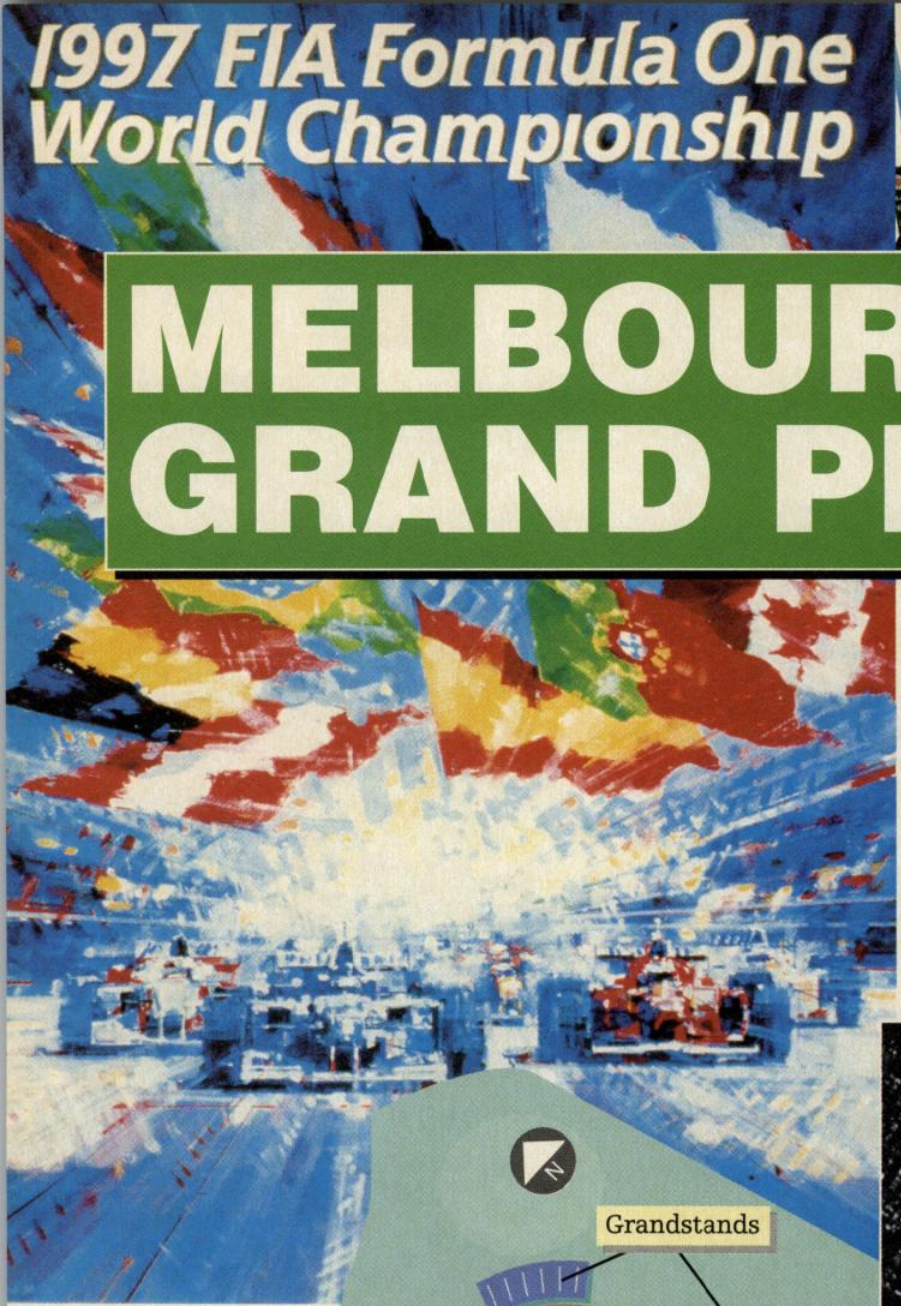
NINTENDO 64 CENTRAL

http://lunartide.com/geo/n64central/ is where you'll find Nintendo 64 Central which is probably one of the most reliable N64 sites other than the Nin home page. This easy-to-use site states that it will not put any rumours on the page – only hard facts. As well as featuring screens and info on plenty of N64 games, they also show press releases straight from the software companies so you're never short-changed on a hot new item. The interactive section lets you review the games alongside the game reviewers, and you can find plenty of stuff on product information and release dates. This is also one of the few independent N64 sites that gives you good links to other related web pages, so you can get a really complete picture of the N64 development scene. On the downside, the pages all look a bit empty, but all the true information seems to be included.

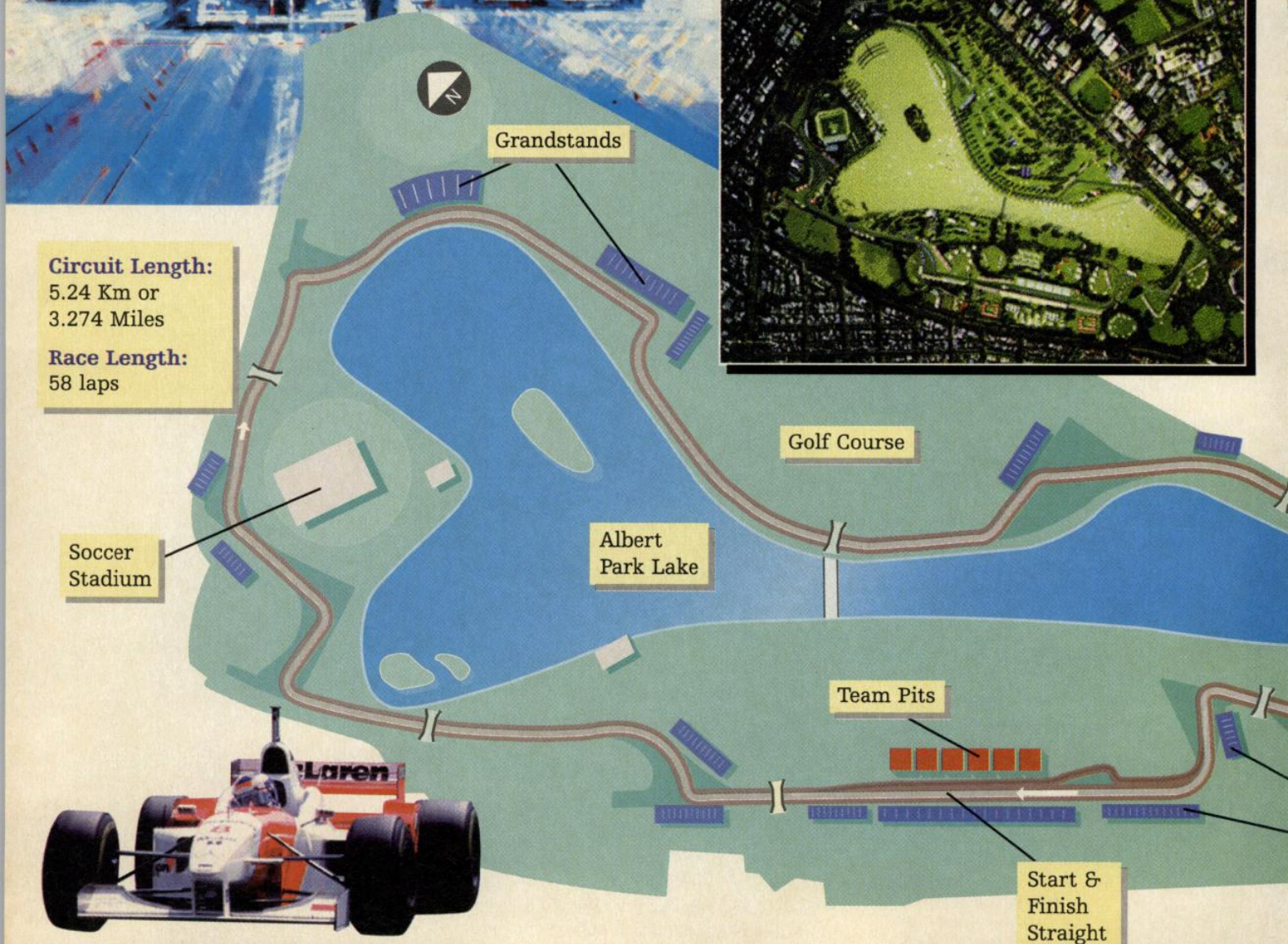
1997 FIA Formula One World Championship

What's Up?! What'

MELBOURNE GRAND PRIX



Melbourne is about to go Grand Prix crazy this month as the Formula One World Championship kicks off its season over here, at the Albert Park circuit. The new track was first used last year and produced a thrilling race, so the excitement is mounting as the drivers and teams put the final touches to their vehicles ready for this year's battle for supremacy!



Circuit Length:
5.24 Km or
3.274 Miles

Race Length:
58 laps

SEASON '96

Team of the year last season was Williams, without a doubt. The England based team had a far superior car to anyone else, both in speed and reliability in the toughest of conditions. As far as drivers went, last year belonged to Damon Hill who won the World Championship for Williams after all the years of promise and finally fulfilled his potential. He managed to follow in the footsteps of his famous father Graham who won the title in 1962 and again in '68.

The race for the championship went right down to the wire in 1996 and at one stage it looked like Hill's team-mate, Jacques Villeneuve might sneak in to claim the prize from right under Damon's nose. But in the last race of the season, Hill needed to finish just sixth to be certain of the title. After blowing away Villeneuve's challenge from the start, he kept his position all the way through the race with a cool, assured piece of driving.

The motor racing fraternity had high hopes for Ferrari's chances in the '96 season too, as they'd hired the services of one Michael Schumacher, widely thought of as the best racing driver in the world. Engine problems forced the Italian team out of the running on more than one occasion, but Schumacher convinced many of his superiority with a stunning display of driving at the Spanish Grand Prix in torrential rain. But it takes more than one good race to win the Championship, and the consistency of Williams kept the rest at bay.

Will the 1997 constructors' championship be another easy win for Williams?

There'll be plenty of other contenders trying to make sure that doesn't happen!

Damon Hill reigned supreme at Melbourne last year but who'll raise the cup in '97?

ALBERT PARK

March 9th will see the 1997 Formula One circus roll into Melbourne as the second Grand Prix held on the Albert Park track kick starts the season. The circuit caused a sensation last year, eclipsing the old Adelaide track which was notorious for its lack of straight runs and tight hairpin bends. The new course is just over 5 kilometres long and features fast flowing straights with plenty of overtaking points and challenging corners. The course has been designed to show the full potential of any F1 car and its driver, so Melbourne promises to give the Formula One season the perfect start.

LEADING DRIVERS

So, who's going to be cracking open the Moet on the podiums this year? NMS gives you the full run-down on all the leading drivers' chances:

JACQUES VILLENEUVE WILLIAMS

The name Villeneuve is synonymous with motor racing, and Jacques looks like he'll emulate his father Gilles, who is widely regarded as one of the greatest Formula One drivers in history. He's definitely got the car, but will all the extra pressure of being lead driver for Williams be too much? We shall see...

DAMON HILL ARROWS

The F1 world was rocked at the end of last season when the Williams team announced that Hill would not be racing for them in 1997, even after Damon had led them to both the drivers' and constructors' championships. Now he's the leading driver for the lesser known Arrows team, but his confidence is still high: "I have a great record of wins and I don't see why I can't win races in this car". Hill's chances of regaining his title are a little more remote, (testing at the Jerez track only resulted in gearbox problems) but his courage and skill could provide a few surprises this year.

MICHAEL SCHUMACHER FERRARI

The ice-cool German won the championship in style in 1995, but since moving to Ferrari last season he's had mixed fortunes. Problems with the car scuppered his chances in '96, but he's still generally regarded as the finest living F1 driver. The highest paid driver in the world, it would be a big mistake to write Schumacher off. Let's hope Ferrari sort out all their problems and give him another chance of glory in '97.

MIKA HAKKINEN McLAREN

The Scandinavian has been high up the championship table since he started F1 racing, but for some reason he's never got far enough to really trouble the likes of Hill and Schumacher. But if McLaren can get their car back to the kind of form that handed Alain Prost the title, Hakkinen could be a force to be reckoned with.

JEAN ALESI BENETTON

In Formula One, Jean Alesi has a reputation for consistently producing the goods at the highest level. Now one of the longest serving F1 drivers, his and team-mate Gerhard Berger's experience will be vital if Benetton want to really make it as one of the big boys this season.

JOHNNY HERBERT SAUBER

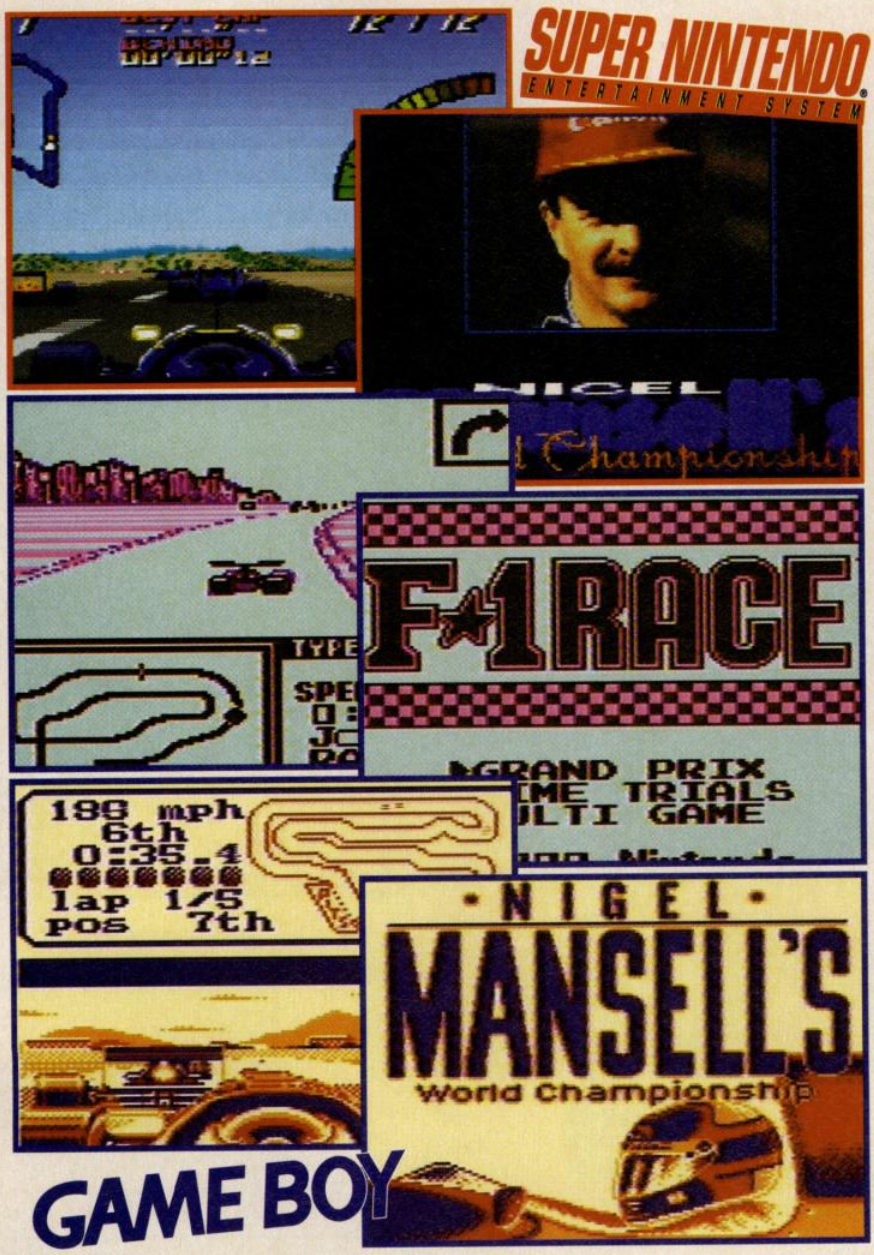
One of the most popular drivers on the F1 circuit, Johnny relies on his amazing courage and racing instinct to see him through. After a great season in '95, with two wins at Monza and Silverstone, the Englishman suffered a series of bad luck last season and complained bitterly about his treatment by Benetton. This year he's with Sauber and even though his chances of getting on the podium are slim, you can be sure this gutsy Pom will give his all.

TEAM NEWS '97

Things are hotting up already as the teams get down to the serious business of testing their cars for the coming season. Williams start as favourites after last year's unstoppable performance, with Villeneuve and Frentzen, who is showing top form, in the hot seats. Ferrari have still had the technical problems that dogged them in '96, and have extended their test programme, but remain hopeful about the season. McLaren, on the other hand, are sounding positive about the coming year. They have Coulthard and Hakkinen sharing the driving and both drivers have matured greatly over the last couple of years. Benetton's Alesi and Berger also sound confident, while Jordan, who could be the surprise team of 1997, are making fast times in testing.

RACING GAMES

Ever since the first driving sims were created all those years ago, games developers have been frantically trying to produce the definitive racing game. Every system has at least one driving game, with the PlayStation producing Ridge Racer while Saturn have Sega Rally. One of the most revered titles at the moment is MicroProse's F1 Grand Prix on the PC, which is possibly the most realistic motor racing game currently available. But even this is likely to get some serious competition when the N64 developers get their hands on a Grand Prix license. Here's a glimpse at some of the best racing games from the past along with a quick look at what's to come...



NIGEL MANSELL'S WORLD CHAMPIONSHIP RACING – SNES

One of the most popular 16-bit games ever released in Australia, Mansell is packed full of playability. Every race in the F1 Championship is available, ranging from the open streets of Monaco to the twists and turns of Japan. Even though the game's pretty old now, it still puts a lot of racing games to shame with its clear graphics and excellent control response, along with the sheer speed that makes every race as exciting as the next. A classic.

F1 RACE – GAME BOY

4 Meg racers have never had a very good press, probably because they've always been compared to their SNES counterparts. But F1 Race has always been smart, mainly due to the 4 player race option when you and your mates hook up to an adapter. The game itself is also surprisingly fast, and the graphics don't blur or distort when the car is at top speed. The huge range of tracks adds plenty of variety, making F1 Race perfect for portable racing fans.

NIGEL MANSELL'S WORLD CHAMPIONSHIP RACING – GAME BOY

The Game Boy version of the SNES title is every bit as good as its 16-bit counterpart. OK, so the game does lack the speed of the original, but the graphic quality and sound are much better than most portable driving games, and the game registers each bump and slope with alarming clarity.

AND THE FUTURE?

So, what does the future hold for this popular gaming genre? As yet, we haven't heard of any Formula One games for the N64, but there will be some stunning driving games available soon. Along with the classic Mario Kart 64, you've also got Kemco's Top Gear Rally in the pipeline, Cruis'n USA is due out here in May and Seta's Rev Limit looks like it'll take the gaming world by storm. You better get some practice in before these games are out, 'cos the N64 racers are going to be the toughest, most realistic driving simulations ever!

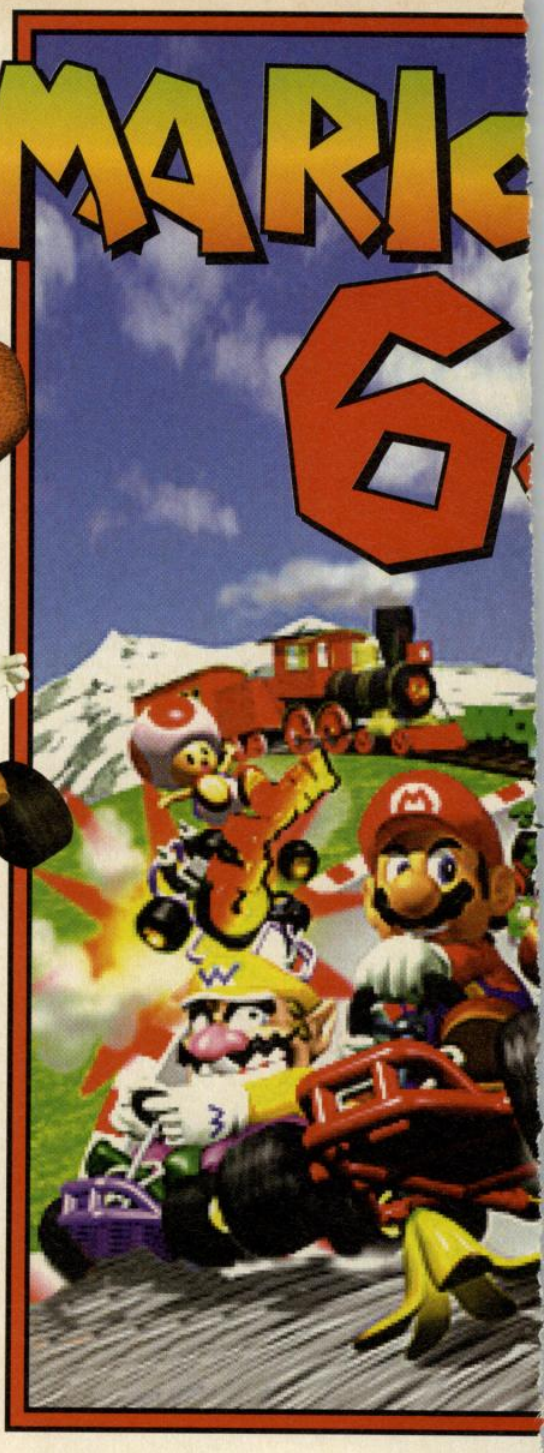
PREVIEW NINTENDO 64

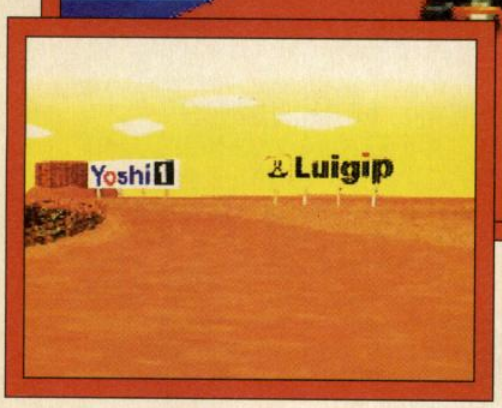
MARIO KART 64

GAME DATA

- **BY:** Nintendo
- **RELEASE:** TBA
- **GAME TYPE:** Racing
- **PLAYERS:** 1-4

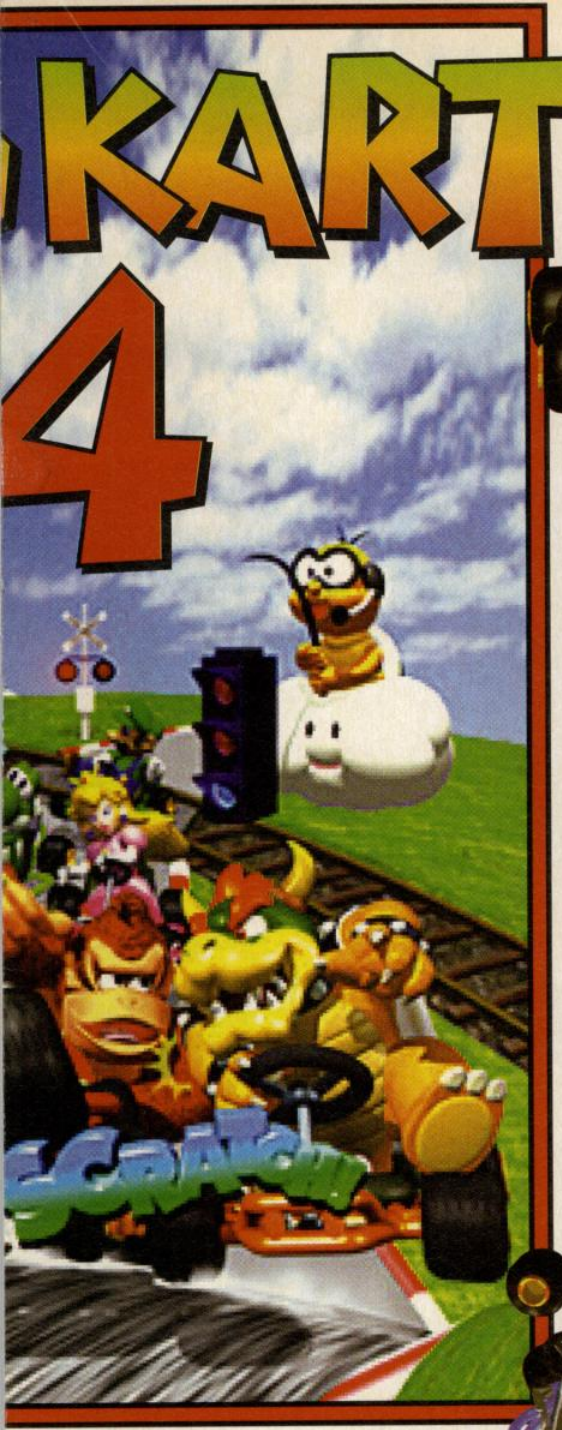
We're on the starting grid with Mario Kart 64, waiting for the green light. All the karts are primed and in peak condition ready for the big race. We just wish we could say the same about the drivers. Anyway, Mario Kart is perhaps the most anticipated title on the N64, with the promise of all the gameplaying greatness that made Mario Kart on the SNES so cool, along with the N64's trademark 3D graphics and super-smooth animation. So, is Mario Kart 64 gonna be a sure fire winner?





MODES OF MADNESS

Mario Kart 64 will be the first four-player game released on the N64. You and up to three friends can all gather round the same machine and play on a four-way split screen. You'll find that due to the power of Nintendo's new creature, each mini screen is just as detailed as the next, and from what we've seen there's no slow down in the gameplay at all. Two or even three of you can also play, and for the more unsociable types there's also the basic one-player game where you race against the other computer controlled opponents. You can also practice your driving skills on each course with Time Trial mode, which allows you to race on your own with only the clock as an opponent, but if you like you can call up a 'Ghost Car' which will take the exact route you took on your previous best time.

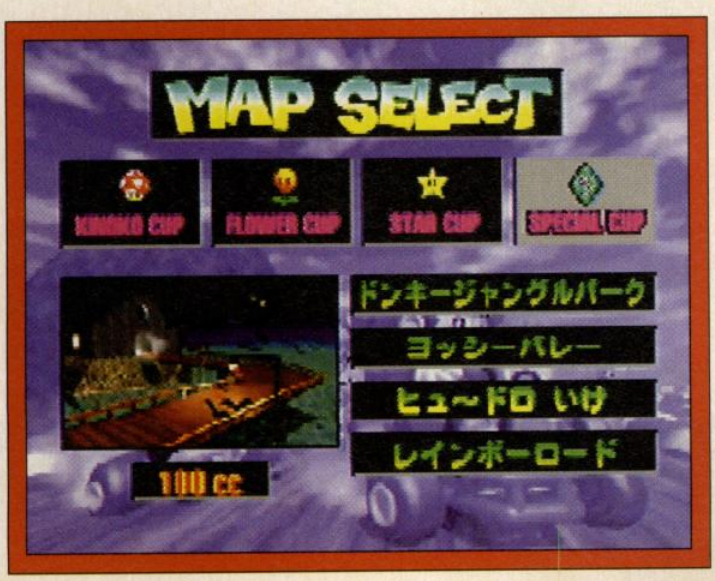


EVERYTHING'S A BONUS!

Although the graphics and backgrounds are streets ahead of its 16-bit predecessor, the basic gameplay looks like it's been lifted straight out of the SNES. There are plenty of item boxes scattered round the course holding a wide variety of bonuses. You can cover the track in banana skins to hold up opponents or shoot shell-torpedoes to send them crashing out of the race. Apparently there are plenty of other little treats to pick up too, such as speed power-ups, invincibility stars and homing missiles.

PICK A COURSE

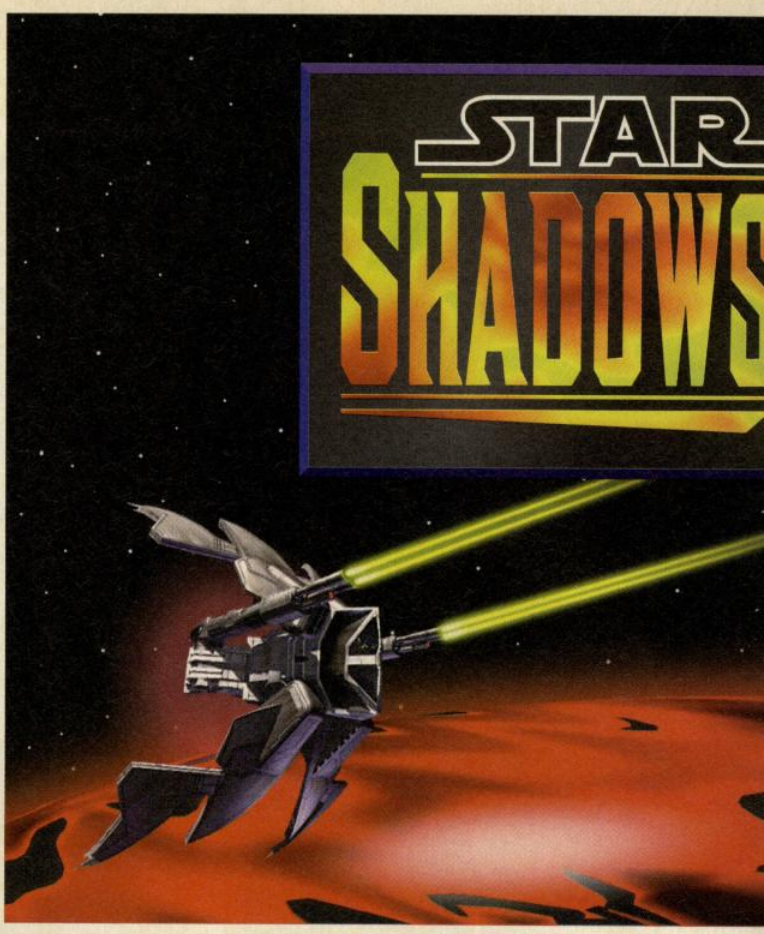
Overall there are 16 courses in Mario Kart 64, and each one holds its own set of challenges. Just like Super Mario 64, the nature of the game changes according to the environment you're racing in and the driver you choose. For instance, you may find one driver who's excellent on a dry course but is completely useless on the snow and ice, and another driver with a good top speed may come a cropper on a course with tight turns. It's up to you to pick and choose.

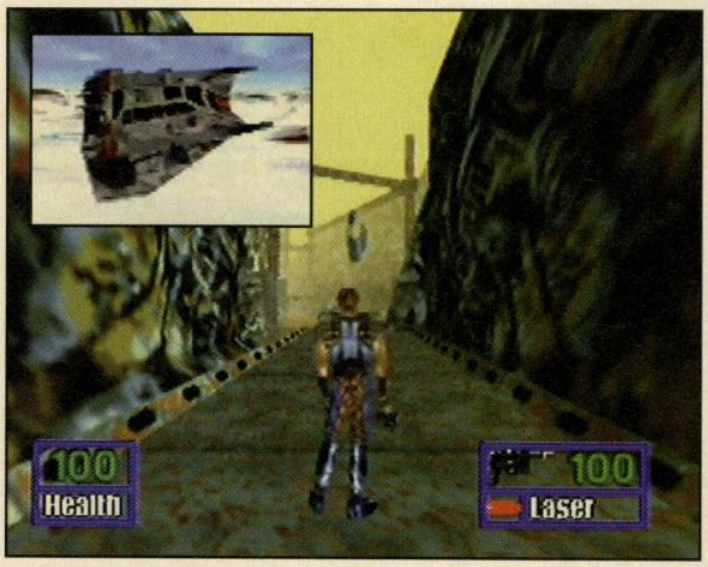


We think Mario Kart 64 will be one of the most popular N64 games released, mainly due to the classic race/battle gameplay and superb multiplayer options. If you want to see more of the action, keep your eyes peeled as we'll be giving the game a full review next time.

FULL REVIEW NEXT MONTH

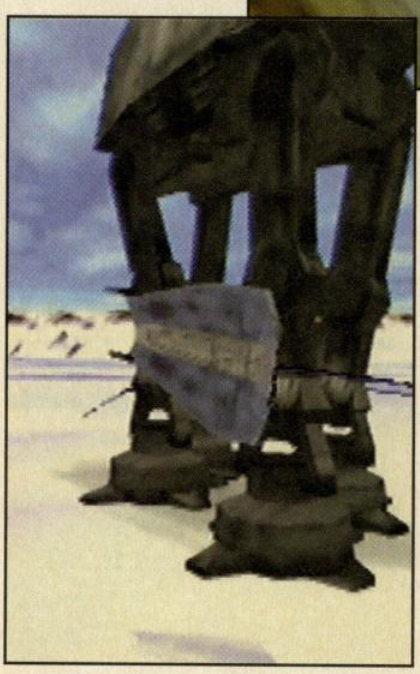
In the month that sees the release of the remastered Star Wars movie trilogy, we take a look at the long awaited LucasArts/Nintendo game for the N64, Star Wars: Shadows of the Empire. Following an exclusive story that fits in between the first two films, Shadows is the first of a new breed of 64-bit adventure games.





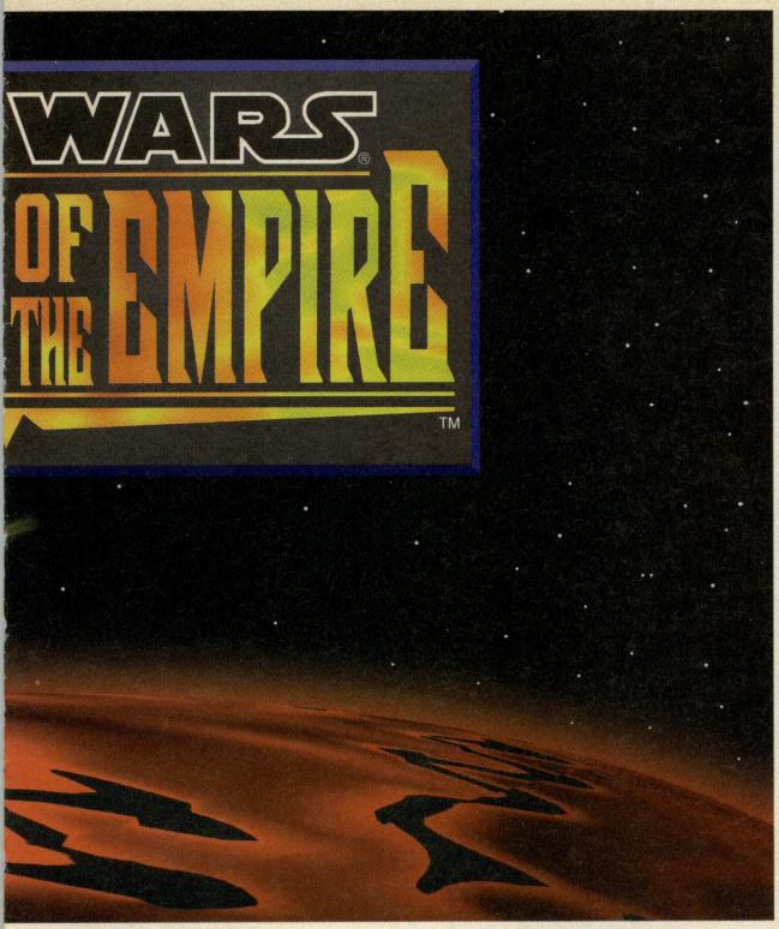
USE THE FORCE!

Shadows of the Empire is everything a N64 game should be: as fast as Damon Hill, smoother than Pierce Brosnan and as varied as er... something really varied. The gameplay goes from flying snowspeeders against Imperial walkers to Doom type shooting action in the caverns beneath the ice planet of Hoth. Other levels will take you to a host of planets and space stations, some familiar from the Star Wars films and some brand new. All are excellently put together, wonderful to look at and guarantee you some really challenging gameplay.



A DASHING HERO

The Doom style levels take up a large slice of the game, but since they each take place on different planets or ships each has a feel of its own. The character animation of Dash Rendar, hero and long time friend of Han Solo, is superb. A range of camera angles varies the viewpoint from the Doom 'in-your-head' to 'above-and-behind' and a host of other options. The

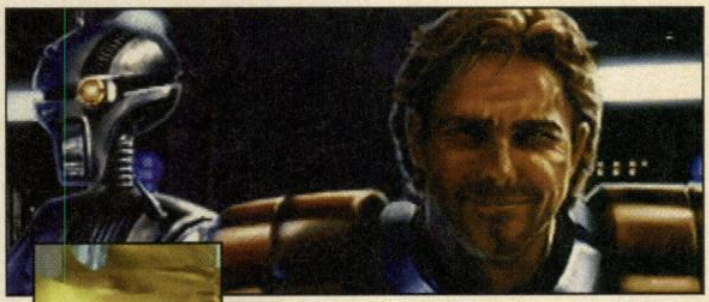


PREVIEW NINTENDO 64

SHADOWS of the EMPIRE

GAME DATA

- **BY:** Nintendo/LucasArts
- **RELEASE:** 1st April
- **GAME TYPE:** Action/Adv
- **PLAYERS:** 1



enemies you face are equally diverse: stormtroopers, droids or Bobba Fett's henchmen. The end of level bosses are pretty tough and you really need those special weapons. Shadows has a lot more to offer than just another Doom look-a-like. The flying spaceship levels are some of the best and the various ground craft will take some mastering.

BIGGER AND BETTER

Shadows of the Empire follows a long tradition of Star Wars games from LucasArts and the series has been known for its innovative gameplay and complete immersion into the Star Wars universe. The PC games always suffered from their CD-ROM format through some occasionally jerky gameplay, but the N64 has really let the game come alive with its staggering responsiveness. The story takes you across the galaxy in a bid to help Luke, Leia and Han defeat the Empire and its allies, the sinister underworld organisation known as The Black Sun. If you succeed you'll face a final battle with the crime syndicate's ruler, Prince Xizor. Watch this space, Shadows of the Empire's gonna be huge!

FULL REVIEW NEXT MONTH

PREVIEW NINTENDO 64

TUROK: DINOSAUR HUNTER

GAME DATA

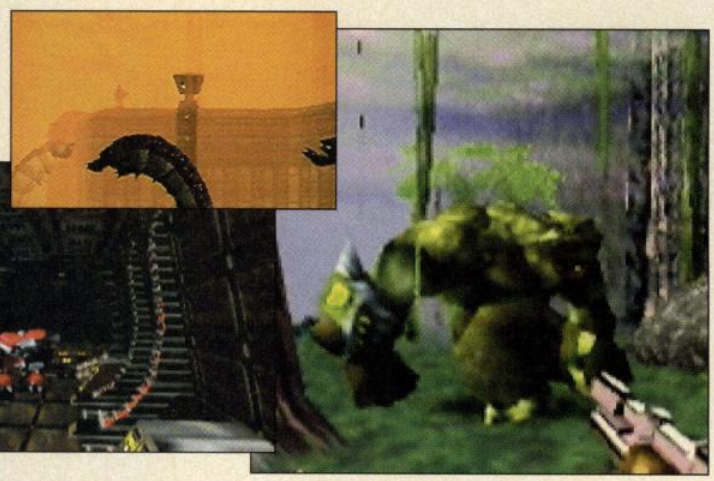
- **BY:** Acclaim/Iguana
- **RELEASE:** March 17th
- **GAME TYPE:** Action/Adv
- **PLAYERS:** 1

TUROK
DINOSAUR HUNTER

Everybody who's seen the new screenshots of Acclaim's Turok: Dinosaur Hunter has been impressed with the astounding graphics and incredible variety of movement the main character has. In this preview we'll go through the basics of the game, just to give you a taste before the full review that'll be coming up next month. Turok looks like it will rival Doom 64 in the fight to be the top first person shooter on the '64, and this is one battle we're all looking forward to.

YOU'VE GOT THE MOVES!

As you probably know, Turok is based on a popular comic book character, a powerful native Indian warrior who travels through different dimensions in the hope of saving the planet from a fate worse than death. The variety of movement and the excellent game engine will make you forget all the ropey storyline though. You're able to run, jump, swim across lakes and climb sheer cliffs and you'll need to practice all these skills to find the special areas and negotiate some of the enormous levels.



PAST, PRESENT & FUTURE

The guys at Iguana Entertainment, the company responsible for the game's development, have worked really hard on a wide variety of testing levels. The steamy jungle areas were the first levels we got a look at, but there are heaps more hidden away – like the picturesque cities in the trees, the huge networks of underground tunnels and the space age buildings full of cyber-monsters. Taking on the monsters can be a trouser-darkening experience, but the game allows you to switch between a wide variety of death dealing weapons and grab health bonuses if you're looking a bit peaky.

HE'S BAD TO THE BONE!

The creatures you have to face in Turok are arguably the most realistic ever seen on a console game. Each one's made up of thousands of polygons and the N64's superior power gives them a degree of artificial intelligence, making them even tougher to beat. There's no shortage of blood and guts either.

The animated sequences we've seen show the devastating effect of Turok's armoury on the local wildlife. Wait until you kill a raptor and that reptilian blood sprays ten feet into the air! Turok's bound to be a smash come March 17th and we'll be giving you a full review in the next issue (on sale 27th March).

FULL REVIEW NEXT MONTH

MARCH
1
1997

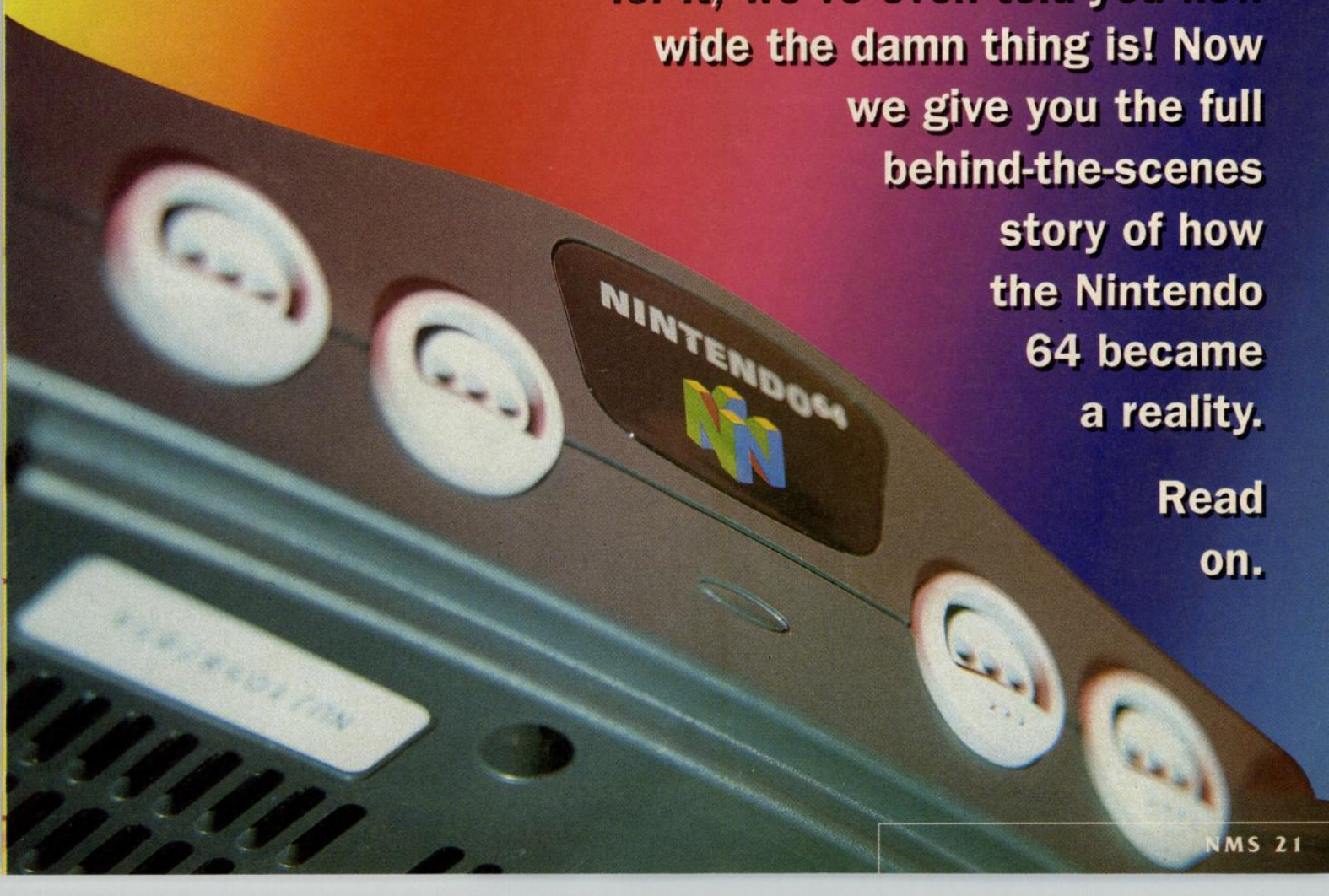
NINTENDO 64

At last!

The day we've all been waiting for has finally arrived. Everyone who's anyone knows about Nintendo's 64-bit black beast now and it seems that just about everyone's got an opinion on it, from God right down to Bev.

We've told you about how powerful it is, we've shown you heaps of new games for it, we've even told you how wide the damn thing is! Now we give you the full behind-the-scenes story of how the Nintendo 64 became a reality.

Read on.



EAT YOUR WORDS

So how did it all happen? Our NMS diary follows the story of the Nintendo 64 from its drawing board concept back in 1993 right through to its release on an eager Australian public this month.

AUGUST 1993

A dramatic announcement that's sure to rock the videogame industry was made this week by Nintendo of America's vice president Howard Lincoln. Nintendo are set to join forces with top graphics specialists Silicon Graphics Incorporated and will be collaborating on 'Project Reality', a venture to create "a truly 3D, 64-bit Nintendo machine for home use".

With Sega and Sony both planning 32-bit systems, this announcement from Nintendo made everyone sit up and take notice. Nintendo were going to move from the 16-bit SNES and leap right over the competition to create a 64-bit monster for the home market. The best bit about their plans was that they proposed a US$250 price tag, making a system with twice the power and half the planned cost of its nearest rival.

The technical specs at this stage seemed ambitious, promising faster running games, smoother gameplay and a bigger range of colours than any previous machine. Many in the industry were sceptical, but it wasn't to be long before Nintendo started putting their money where their mouth was.

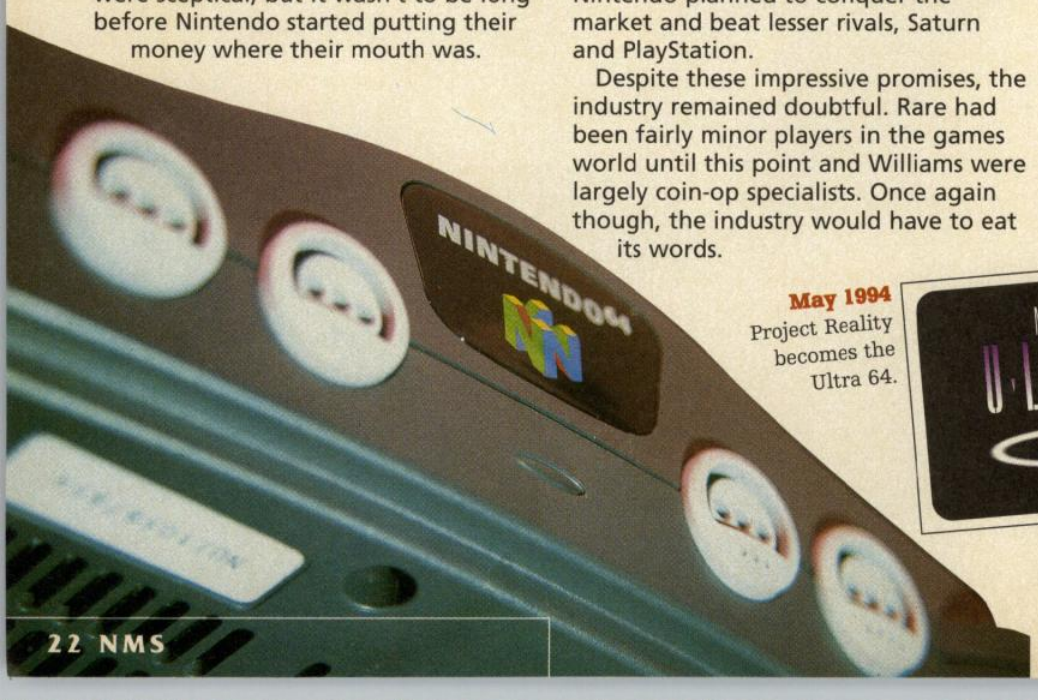
MARCH 1994

Some six months after Nintendo's 'Project Reality' announcement, the first step towards a realisation of this goal has been taken. This week they have signed Rare Limited and Williams Entertainment as the first two members of their development team to work on the new 64-bit console.

Rare and Midway were the first two companies to be part of what would soon become known as the 'Dream Team'. The plan was that while Williams produced titles under their Midway label, Rare would develop arcade games with the new hardware that would prove just how powerful the 'Project Reality' beast could be. The first game on Rare's checklist was Killer Instinct, billed as the ultimate fighting game, with characters fully modelled and animated with SGI's top-of-the-range graphics equipment.

It was hoped that the 'Reality' machine could recreate arcade games with no obvious sacrifices in gameplay, graphics or power. This was clearly how Nintendo planned to conquer the market and beat lesser rivals, Saturn and PlayStation.

Despite these impressive promises, the industry remained doubtful. Rare had been fairly minor players in the games world until this point and Williams were largely coin-op specialists. Once again though, the industry would have to eat its words.



May 1994
Project Reality becomes the Ultra 64.

MAY 1994

The saga of Nintendo's 64-bit console – now named the Ultra 64 – took a surprising turn this week with the announcement that the new system will be cartridge based. The cartridge itself will have an effective memory of 100Mbits and Nintendo's decision to avoid CDs is reported to be because "we don't believe that, as yet, the public has been convinced CDs can deliver the sort of games that they want".

Nintendo's reasoning over their decision to steer clear of CDs was yet again received by the industry with some doubt. CD-ROM titles were reaching a peak in 1994 and it seemed that the decision had been made with other motives in mind. Removing the need for a complex CD drive and endless moving parts inside the base unit would help Nintendo cut costs and meet their promised US$250 target. These savings would also enable them to plough more money into the revolutionary SGI computer chips that would power the new machine.

Also announced this month was the addition of DMA Design to the 'Dream Team'. DMA, like Rare, were another almost unknown player in the video-games world. Their Lemmings title (developed for Psygnosis) had been well received but their inclusion in the Team was adding to industry concerns that Nintendo were filling the Project with relative 'nobodies'.

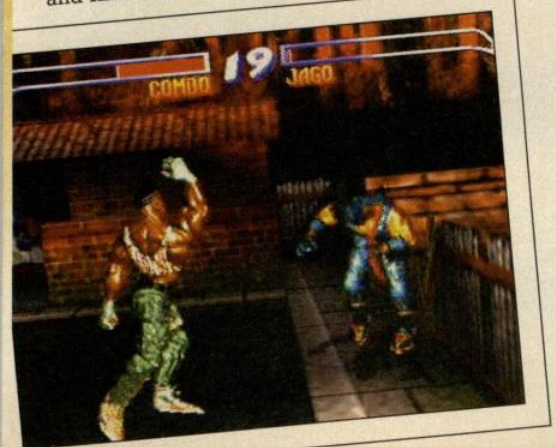
Most of Nintendo's SNES developers were holding back from comment on the Ultra 64, not convinced that another cartridge based system would succeed. About a month later though, Acclaim finally came down off the fence and committed to producing Turok: Dinosaur Hunter for the new machine.

NINTENDO 64

JUNE 1994

Chicago played host this month to the Summer Consumer Electronics Show (CES). Two of the most eagerly awaited items on show were the almost complete Ultra 64 titles from Rare and Williams. The new games, destined for release on Nintendo's upcoming 64-bit console, were Killer Instinct (an all-action beat 'em up) and Cruis'n USA (a fast and furious rally driving sim).

The June CES show in 1994 was the first time anyone outside of the Dream Team got a look at what was to come for the Ultra 64. Both Killer Instinct and Cruis'n USA were well received, with KI in particular attracting much attention. Although still arcade versions of the games (and not full Ultra 64 conversions), Nintendo's own Howard Lincoln stuck his neck out and ventured, "game players will be able to play these same games with no compromise in graphics, sound or gameplay next year at home when Ultra 64 is launched". Well, maybe not 'next year'!



June 1994
Dream Team members Rare and Williams reveal their first Ultra 64 screens: Cruis'n USA (above) and Killer Instinct 64 (below).

NOVEMBER 1994

It was announced this week that Nintendo of Japan's lead designer Shigeru Miyamoto is working with top flight simulation company Paradigm to create a game for the upcoming Ultra 64 machine. The game is rumoured to be a 64-bit version of the SNES classic PilotWings.

Timed to perfection (the eve of Sega's Saturn release in Japan) Nintendo announced that their resident gaming guru was collaborating with Paradigm Simulations on an Ultra 64 title – PilotWings 64. Shigeru Miyamoto was the man behind Mario as well as a string of other Nintendo classics like the Zelda series and the original PilotWings. He's widely regarded as one of the world's top game designers and linking him with an industry-leading flight simulation company caused a shock wave of excitement to run through the gaming community. And just to counter the rumours that were building of a release delay, Nintendo soon confirmed that their development schedule was bang on target.

JANUARY 1995

Silicon Graphics Incorporated (SGI) have announced this month that work has been completed on the chips they're producing to power Nintendo's new console, the Ultra 64.

Just as Saturn and PlayStation sales started to take off, SGI revealed their completed chips right on schedule. Both Sony and Sega's expectations had long been that the Ultra 64 wouldn't be all it was cracked up to be, but SGI told an expectant public that the tech specs for the new chips were almost exactly those promised nearly two years before. The competition started to get worried. Unfortunately, Nintendo still had a rough time ahead of them before the Ultra 64 would hit the streets.

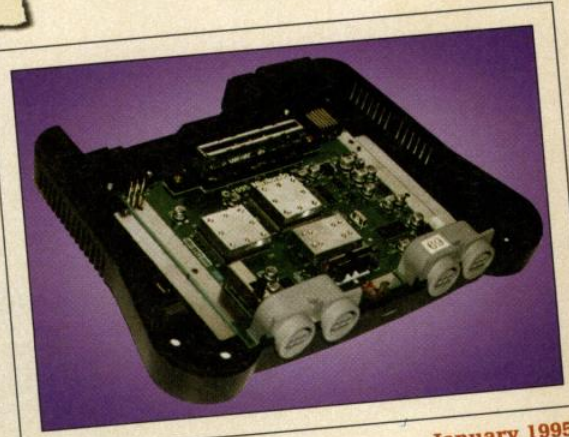
MAY 1995

At the beginning of this month we heard that Nintendo's planned release dates for their new Ultra 64 machine have been delayed for "quality reasons". The revised release dates will be December 1st this year for Japan, and April 1996 for the US and Europe.

Just six days before the E3 trade show (Electronic Entertainment Expo) in the States, Nintendo had to admit that all was not well in the Ultra 64 camp. Pushing back both the Japanese and US release dates was blamed on needing "more time to get the quality level to the point where we were satisfied". Many in the industry blamed the delay on a bad choice of inexperienced developers but Nintendo maintained that their 'Dream Team' was the right choice.

The timing of this bad news was perfect for Sega and Sony to fire their own shots at E3. On May 10th, Sony set its PlayStation release at September 9th with a price tag of US$299. A day later, Sega announced that the Saturn would go one better and hit the streets on September 8th.

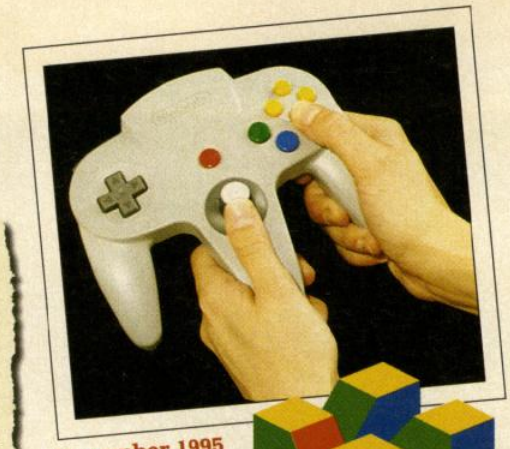
It seemed the race was well and truly on. By the end of '95, Sega and Sony had both brought their machines in on time and under US$300 while Nintendo was left floundering at least a year behind.



January 1995
SGI complete work on the Ultra 64 power chips.

NOVEMBER 1995

At this month's Shoshinkai show in Tokyo, Nintendo have confirmed that their Ultra 64 project (now named Nintendo 64) is still on target for a December release in Japan. Many of the new games for the 64-bit machine were on display for the first time, including Shigeru Miyamoto's latest masterpiece Super Mario 64.



November 1995
Details of the revolutionary new hand controller are released and there's another name change. Now it's the Nintendo 64.

After the bad news in May, Nintendo had to make sure that the build up to their Shoshinkai show in November was as positive as it could be. Three new companies were brought on to the 'Dream Team' to swell the growing ranks of developers. One of these was LucasArts who announced that work had begun on a brand new Star Wars story that was to be exclusive to the N64. Things were starting to look up for Nintendo and when details of the 'revolutionary' new hand controller and the 'DD' storage device leaked to the press, interest was once again fired up.

Nintendo seemed very confident that they'd make their December Japanese release and they even put 100 machines on display in Japanese department stores. However, when Shoshinkai finally came around they had to announce yet another delay. The Japanese launch was put back to April 21st while the Americans and Europeans could expect the machine a week or so later.

By the end of the show, there was no doubt in most minds that the N64 was going to be a force to be reckoned with but the fact that only two of the eleven games on show were part playable concerned many. These two were less than half finished and it seemed unlikely that all eleven would be completed in time for April 21st.

FEBRUARY 1996

Another problem has struck Nintendo in the development of their new Nintendo 64 console due for release later this year. Manufacturing difficulties have been blamed for the latest delay which alters the planned release dates to June 23rd in Japan and September 30th in the US and Europe.

Yet again, the N64 had been put back. Most of the industry now seemed convinced that the long awaited machine would never see the light of day. Nintendo Japan claimed this was only a minor setback that was down to manufacturing problems but it also gave them the time to complete more titles ahead of release.

By now, Sega and Sony were forging ahead in the 'next generation' sales market and titles such as Wipeout 2097 and Virtua Fighter 2 were topping the charts. Many worried that if Nintendo didn't strike soon, their chance would be lost.

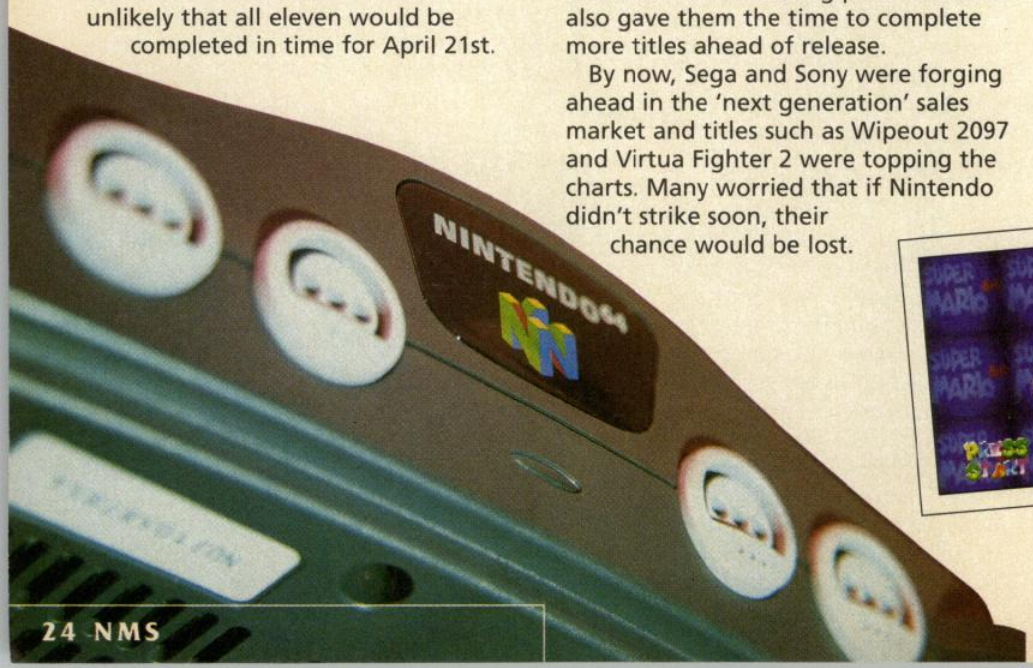
MAY 1996

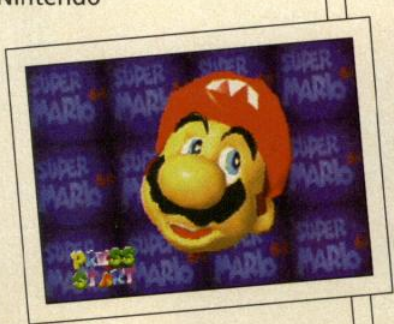
This month's E3 show in Los Angeles has been a platform for Nintendo's new N64 machine. Their lead title, Super Mario 64, was on show in a playable form for the first time in the US and it seemed to impress everyone present. Nintendo have confirmed that their Japanese and US launch dates of June 21st and September 30th are still on target.

The '96 E3 show seemed to set the seal on Nintendo's dreams. The Japanese June release was bang on target and the N64's 'killer app' (the game that should sell the machine all on its own) was nearly complete in the shape of Super Mario 64. Gaming magazines across the globe were heralding SM64 as 'the best videogame ever created' and the hype was starting to build. With plenty of other new games on show (including Wave Race 64, PilotWings 64, Shadows of the Empire, Cruis'n USA and Killer Instinct) the public and industry were waiting like expectant parents.

Nintendo also announced their huge sales campaign strategy at the show. Although surveys had shown that the Japanese expected sales in excess of 3 million in the first year in their territory alone, Nintendo certainly weren't taking any chances. A huge campaign was in the offing and promotional deals were set up with major US companies. It was now only a matter of time.

May 1996
Super Mario 64 was playable for the first time at the E3 show and was hailed all around as being the game to end all games.





NINTENDO 64

JUNE 1996

June 23rd finally saw the release of the long awaited and long promised Nintendo 64 console in Japan. Nintendo sold over 300,000 units on the day of release and production lines are said to be running at maximum output to meet demand. Three games were available at launch: Super Mario 64, PilotWings 64 and Japanese chess game Shogi.

The day had finally arrived with the N64 hitting the streets of Japan and selling 300,000 units, more than 200,000 of which were ordered in advance. Nintendo could at last put paid to any arguments about Sega and Sony dominating the 'next generation' console market as their first day sales were more than those of the Saturn and PlayStation put together. The advance hype for Super Mario 64 also proved highly influential as almost everyone buying a machine also bought a copy of Mario's 3D adventures.

June 1996
Nintendo 64 fever hits Japan at last with three excellent 64-bit titles: Super Mario 64, PilotWings 64 and Shogi Japanese Chess.

SEPTEMBER 1996

The Nintendo 64 console is finally released in America this month with more than 500,000 consoles being shipped on the first day. Just as the machine was due to go on sale, Nintendo announced that the launch price would be down to US$199 and the machine would be available on September 29th, a day earlier than intended.

After confounding all the sceptics by selling over a million units in Japan in less than 10 weeks, Nintendo went on to release the N64 a day early and at the cheaper price of US$199. More than half of the initial US shipment was accounted for in advance and after only three days the entire batch was sold. Later sales figures also showed that in just one day the N64 sold more than the Saturn did in 32 weeks and the PlayStation did in 13 weeks. There could now be no doubt.

September 1996
America greets the Nintendo 64 with open arms, and promptly buys more than 500,000 in the first day!

The other exciting N64 news confirmed in September was the Australian release date of March 1st 1997. Although Australia had to wait a further six months, the wait was to prove worth it. Australia and Europe would become the only territories with a huge range of games available on, or shortly after, release as well as the Memory Card (for about AUS$29.95) and a wide range of coloured hand controllers (for about AUS$49.95 each). The price was set at AUS$399 which was to include the first hand controller, the console and all the cables. Games would cost AUS$99.95.

MARCH 1 1997

March 1st was the day Nintendo released its N64 console to the remaining territories of Europe and Australia. After the success of the Japanese and American launches, expectations are for similarly impressive sales figures.

March 1st 1997
At last! The Nintendo 64 finally hits the streets in Oz and Europe.

After all the 'will they, won't they' speculation that dogged the N64's release worldwide, many in the Australian industry feared it would never appear down under. But here it is! Maybe it now really *is* time for all those sceptics to eat their words!

SUPER MARIO 64

THE HAUNTED HOUSE

Welcome to the next part of our Super Mario 64 playguide. This month we'll be concentrating on the domain of Big Boo and his ghostly gang of henchmen. You'll need to explore every inch of the Haunted House, as well as solving puzzles and getting rid of all those spooks. Who needs Egon Spengler and the gang when Mario's around, eh? So, who ya' gonna' call?!

To get to the Haunted House, go down towards the basement, and go right along the corridor. You should see a transparent ghost who laughs at you then disappears through the door. Once you get outside in the back garden, you'll see that the area is covered in ghosts. You can kill all of them to get some gold coins, but the key ghost lies at the back on the left hand side. Bounce on him and a small birdcage will appear. Mario will then shrink and dive in to the cage, and this'll take you to the Haunted House.

BIG BOO'S BUSTUP

1

To get the first star, put all your fears aside and venture into the spooky old house (1). Once you're in you'll see about six doors on the ground floor (2). Go into the rooms and get rid of the small ghosts in each one. You'll notice that if you look at the ghosts from a distance they'll appear normal (3) but move a bit closer and they'll turn invisible revealing a blue coin in their place (4). If you rush at them head-on all you'll see is this coin and it'll be impossible for Mario to do any damage. Instead, wait until they sneak up behind you then perform a back flip followed immediately by a butt bash. After clearing the rooms of all the ghosts, a Big Boo will appear in the hallway (5). Three butt bashes will spell the end for the troublesome spook, and a flight of stairs will also appear leading up to your first star.

SUPER MARIO 64

THE HAUNTED HOUSE

2

GHOST BUSTING!

Go back outside and follow the path round to the left where you'll find a small shed in the courtyard (1). Take a look inside and make your way through the two doors. You'll come to a small room with a red platform in the middle (2). Jump on the platform and be prepared to be lowered down to a huge hall partially flooded with water. Now go through the next door and you'll find yourself in a revolving room (3) with some spooky fairground music playing in the background. Small ghosts will pop out from the pictures, and another picture will breathe fire at you. After killing five ghosts, another large one will appear. Take him out the same way as you did before and the second star is yours (4).

THE HAUI

3 BOOK REVIEW

Time for a small spot of research in the hunt for this star, as Mario must work his way through the library in order to find the glittering prize. The library is situated upstairs on the left hand side **(1)**, and you'll have to be prepared for some scary goings on. Now, sprint down the first corridor **(2)** (avoiding the flying books), then up the second one. When you reach the end shelf you'll spot three books sticking out from the rest **(3)**. The trick is to push them back in place in the right order – top, right and finally left. You'll hear a tune if you get it right and a secret room will appear **(4)**. Enter here to get the star **(5)**.

SEVENTH HEAVEN

As we've shown you, you have to perform six different tasks in each level to win six stars. But what we haven't told you is that you can also score a seventh star in each world by finding 100 gold coins. This may take some time, but it's well worth the effort if you're stuck on finding that last star to get to the next area of the castle.

NTED HOUSE

WALL KICK WONDER

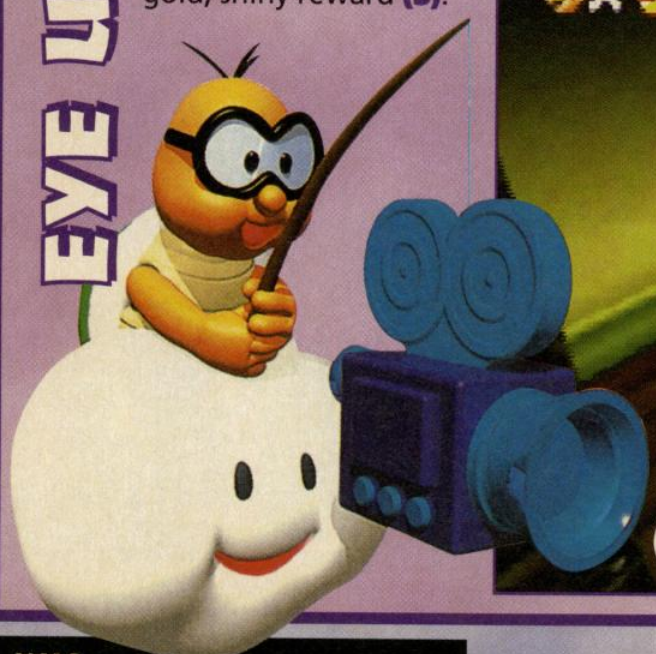
4

Go upstairs again and enter the room on the far right (1). In the corner of this room there's a platform that you must stand on. Now look up using the C Button and you'll see another ledge higher up (2). Perform a wall kick to get up here (3) and then make your way through the double doors (4) by the blue coin switch. You should now be outside on a ledge above the front door. Get rid of the final ghost and then you'll see the star float on to the ledge directly above Mario (5). Do a back flip to get to the ledge and jump up to the centre part of the house. Now just jump down again to where the star lies (6).

THE HAU

5 EYE UP THE EYEBALL!

To get this star you need to activate all the blue caps in the game. At the start, go upstairs to the room on the far right and come out on the balcony that holds a blue cap box **(1)**. Grab the pixel cap and enter the right hand room **(2)**, then wall kick from the same point as before to work your way up to the attic. On the right hand side of the room you'll see a picture of a ghost covering his eyes **(3)**. Jump through the picture and you'll come across a giant eyeball **(4)** which can cause plenty of damage if you stay still for too long. Just sprint round the eyeball three times to make it disappear, and you'll receive a gold, shiny reward **(5)**.



NTED HOUSE

COIN COLLECTION

6

The final star can be found by grabbing all eight red coins in the level. Most of them are really easy to spot, but as this level has many different areas you'll have to take your time in finding them. Don't be too eager to grab them either, as some are perched on narrow ledges while others are jealously guarded by members of Big Boo's gang. As usual, once you've scored eight coins the star will be yours.

Once you have proved you're the champion ghost-buster, it's time to go underground in search of more sparkly delights. Join us next month in Course 6 – The Hazy Maze Cave!

NEXT MONTH...

TUROK
DINOSAUR HUNTER

WIN a Nintendo 64 and a copy of Turok!

RAGING REVIEWS!
Turok: Dinosaur Hunter
Shadows of the Empire
Mario Kart 64
Ultimate Mortal Kombat

PLAYGUIDES APLENTY!
Super Mario 64
Wave Race 64
Donkey Kong Land 2

ROCKIN' THE RING!
Slam dunk into the new basketball season with NBA Hang Time, NBA '97 and a 'behind-the-scenes' look at the National Basketball League.

Nintendo® MAGAZINE SYSTEM

NMS. IT'S GOT BITE.
April issue on sale March 27th.

BORN TO SHOP!

If you haven't got yourself stocked up on NMS merchandise yet then get moving! What are you waiting for?! Have a look at the goodies here and when you've decided what you want turn to page 61 and fill out the order form. Easy!!

T-SHIRTS

Buy one of these great new NMS T-Shirts and you'll be the envy of the planet! Whether you go for a cool NMS shirt or an in-yer-face full colour Skull one, everyone'll know you mean business! Both shirts are white cotton and come in medium (38"-40" chest) and large (40"-42" chest) sizes. $16.50 for NMS Shirt $21.50 for Chill Out! Shirt

SKULL MODELS

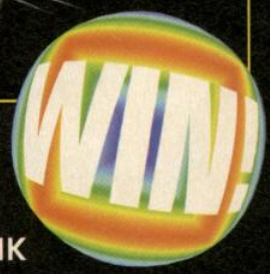
Hand-made and hand-painted, these model Skulls are just the thing to liven up your life. They're about 6cm high so they'll fit just about anywhere you want to stick 'em! There are 4 great designs up for grabs this month so start your collection here. $12.50 each.

MINI-SKULLS

These hand-made mini Skulls come either as magnets or on a metal keyring. At about 3.5cm high, they may be small but they're guaranteed to put the frighteners on anyone! $4.50 each for a magnet or a keyring. Please state which type and design you want.

TURN to PAGE 61 to ORDER

ULTIMATE MORTAL KOMBAT



Ultimate Mortal Kombat is another in the long line of MK beat 'em ups and looks set to be just as popular as its predecessors. It's got more fighters than we've ever seen in a SNES MK game before and each of the characters has heaps of new moves, combos and '-alaties'. There's so much more packed into this 16-bit game that this could well be the definitive Mortal Kombat SNES cart.

We've got 10 copies of the game to give away courtesy of Roadshow Interactive and to get a slice of the action just answer the dead easy question on the form below. Fill in the rest of your details and post the form off to us at the address shown, before Friday 28th March 1997.

ULTIMATE MORTAL KOMBAT

Which of these all-action bad guys appears in Mortal Kombat?

a. Jago ☐

b. Mario ☐

c. Sindel ☐

Name _____ Age ____

Address _____

Town/City _____

State _____

Postcode _____ Phone _____

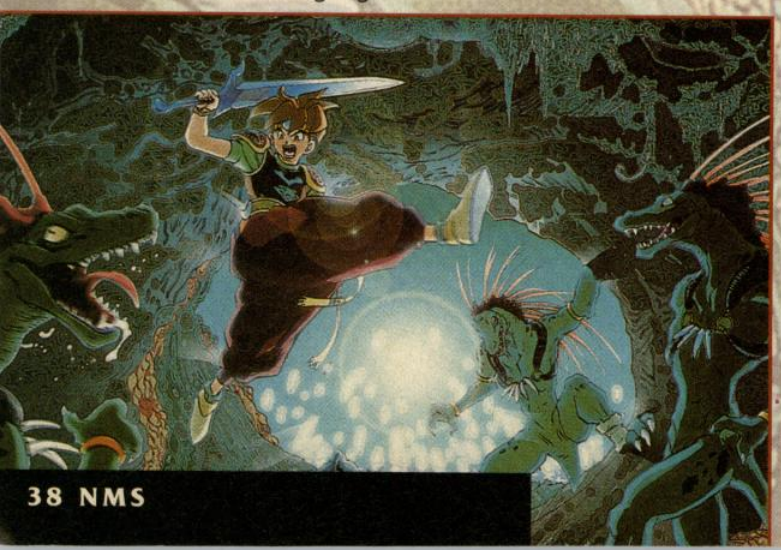
Send to: Ultimate Mortal Kombat Comp, NMS, PO Box 14225, Melbourne, MC Victoria 8001.

TERRANIGMA

Attention all RPG freaks! The long wait for a fresh challenge is finally over in the form of Terranigma, the most recent arrival to the world of pointy hats and elven thigh-boots. We'd heard that there were some strange goings on in the town of Crysta, so we gave Will a one-way ticket and he sent back this report...

OPEN THE BOX

Terranigma takes place on a planet that could well be Earth, where the two controlling forces, Light and Dark, have been at war with each other ever since the creation of the world. Where Light would command that the world produce nice, intelligent creatures, Dark tried to make sure that fear and hatred spread. These two forces were later to be known as God and the Devil and they fought in a massive battle long ago, forcing each other into a deep sleep, ridding the surface of all forms of life. The game itself starts in a time after this Armageddon, where the only living things dwell in a world beneath the surface. It features the adventures of a young teenager called Ark, a mischievous young lad who doesn't yet know that his destiny is to change the planet forever. One day, after snooping around in the Elder's hut, Ark opens a forbidden box and all hell breaks loose in Terranigma. This is the start of something big!



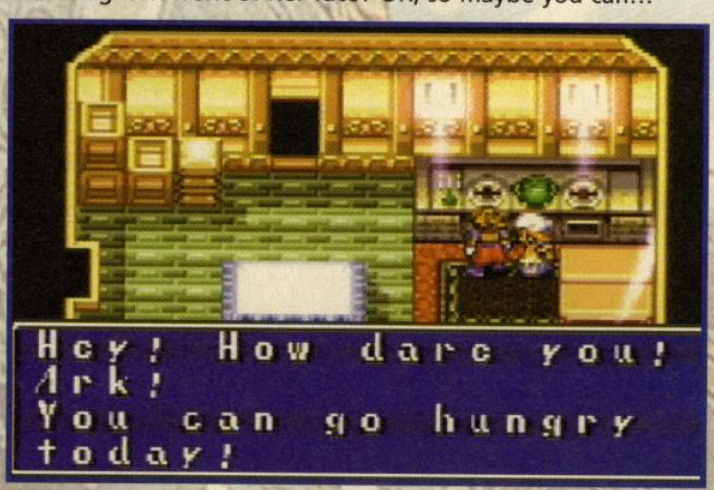
GOT ENOUGH TO DO?

The mission in Terranigma is to rescue the subterranean villagers from a fate worse than death, then it's up to the top in an attempt to breathe new life into the surface world. Ark's faced with re-establishing civilization, bringing back all forms of life and even resurrecting entire continents! They don't do things by half in Terranigma, y'know.

Doctor, I keep hearing voices, voices everywhere!

BUT HE LOOKS SO SWEET...

The start of the game is pretty pedestrian, even by RPG standards. Everything is very civil and flowery, a bit like going round to your Aunty's for tea, until you realise that young Ark is actually something of a mongrel who does his level best to upset respectable members of the community. For instance, can you imagine going in to your neighbour's house and, without saying a word, picking up her best china and smashing it in front of her face? OK, so maybe you can...



That's what you get for smashing a vase!

MA

ARK

ELLE

THE ELDER

MEILIN

YOMI

FYDA

Sort it out. Get round the table with the guys.

Typical! One mention of washing up and Ark's off!

Been bad again? Time to take your punishment.

GOOD GUYS

There are plenty of characters waiting in the game to help you on your quest. The only thing you have to do is find them. Here's your guide to who they all are:

ELLE

Elle is Ark's love interest throughout the game. She's kind and thoughtful, and also keeps a watchful eye on Ark to kerb his criminal tendencies. Shame she didn't make him get a haircut, though.

THE ELDER

An RPG game wouldn't be complete without some clever old git who knows everything about the world, and this one's no exception.

YOMI

Yomi is a weird looking creature who seems to have lost the need for legs a long time ago. He lives in the Item box and helps equip you with weapons and armour.

FYDA

This feisty female knight is the guardian of a Princess in the inside world. She'll join you on your quest to resurrect the outside world.

MEILIN

A young girl who has been blessed with the powers to read the feelings of other people. She's not exactly a stout warrior, but comes in handy before and after battles.

PRESS FOR ACTION

Terranigma is an action RPG in the Shadowrun and Secret of Evermore style. The main character has a much greater variety of movement than characters in other RPGs, being able to walk, run and leap over gaps in the playing area. You can also make him climb up vines and chains by pressing up on the D-Pad, and if you find some special items, you'll be able to scale sheer cliffs with ease! At first you're armed with your trusty tool the crystal spear, a potent weapon in its own right. By experimenting with button sequences, you'll find there's a pretty wide range of attacks to be discovered as well as other weapons of mass destruction.

MAGIC MOMENTS

Well, it wouldn't be an RPG without some magic, would it? As usual there are plenty of powerful spells for all you budding sorcerers. Firstly, you need to find the magic jewellery box, and magic rocks called er, Magicrocks, which are scattered around the playing area. Once you have a box and a couple of these precious stones, take them to the Magicshops, where a skilled craftsman will fashion your rocks into a ring laden with power. It's important to get as many of these as possible, as they can save you valuable health points for later on.

IN THE REAL WORLD

When you venture outside your cosy little village, you'll find that the real world is a harsh and unforgiving place. Keep a look out for towers poking out of the rock, as these are the key to raising lost continents which were sunk long ago. These towers are home to numerous freaks and monsters which you'll have to kill before reaching the top of the tower where you can speak to a Tower Guardian. These guys will give you health and experience points depending on the amount of beasties you kill and your skill at solving the puzzles and traps. Once you've raised all of the continents, your adventure will continue on the surface of the planet.

Don't take any lip from them!
Sling your pots and show them who's boss.

COMMENT - WILL

I do love a good RPG and this long-awaited title is one of the best for quite some time. You might find it pretty hard to begin with, but with a bit of lateral thinking and some saint-like patience, you'll soon be hooked. There's some superb gameplay, the likes of which we haven't seen since Zelda and Shadowrun and I particularly like the great range of movement the main character has. Rather than making the game too easy, the difficulty level has been upped as well to add some extra challenge. Visually the game is nothing new, but the whole thing has a certain addictive style that'll keep you slaving over your SNES for months to come. We've been starved of good role players just lately, so you'll want to make the most of this one.

Countdown from the earliest days...

BAD GUYS

So, what kind of hell-spawn does our brave, spiky-haired hero have to face? Here's a quick summary of the best (or worst) of the bunch.

CADET

This ghostly character can freeze you just by looking at you, so show him the sharp end of your spear and poke his damned eyes out!

MADUU

These odd creatures are actually walking suits of armour possessed by an evil spirit. These ancient suits are incredibly tough, so you'll need to use a magic spell to have any chance of defeating them.

YETI

This iced up bag of fur makes for a really tough opponent if you don't have the right weapons and spells. His huge arms make his close range attacks devastating.

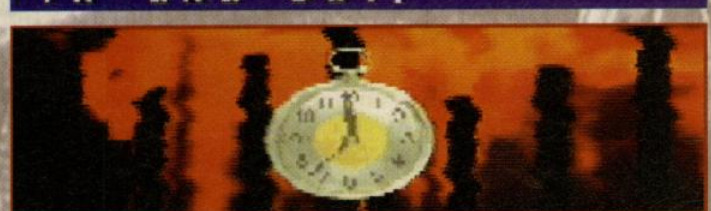
BASILISK

Straight out of the jurassic age, this monster uses its thick tail to squeeze all those hard-earned health points out of you.

BLOODY MARY

One of the toughest characters in the game, these female foes can teleport in the blink of an eye and deliver energy sapping attacks whilst being protected by magical jewellery.

Yomi calls you from beyond the dark hole.



...a time when Good and Evil were matched against each other.

REVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

TERRANIGMA

INFO

- GAME DIFFICULTY: Very hard
- FIRST DAY SCORE: Reached Tower 4
- ALTERNATIVES: Secret of Evermore, Illusion of Time

CREDITS

- BY: Nintendo
- DEVELOPED BY: Enix
- PREVIOUS NINTENDO TITLES: Legend of Zelda, Secret of Evermore
- DISTRIBUTED BY: Nintendo
- RELEASE: Out now
- GAME TYPE: RPG

CONTROLS

- RESPONSIVENESS: Pretty good
- A: Attack/Talk/Open boxes/Confirm
- B: Jump/Cancel commands
- X: Equip magic item
- Y: Run
- L/R: L: Talk/Open boxes, R: Defend
- S: Start: Start/Pause, Select: Enter box

FEATURES

- PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Yes
- CONTINUES: Infinite
- OPTIONS: Save game, Control configuration

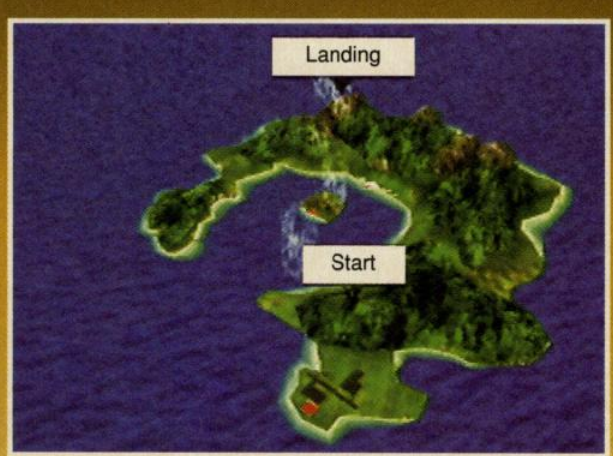
CLASS B

PILOTWINGS 64

HANG GLIDER

With the trials and tribulations of Class A behind you, you should have mastered all three craft by now. Class B will advance your flying skills from the merely competent to the exceptional. The missions are longer and harder and will require some careful planning to get those gold wings.

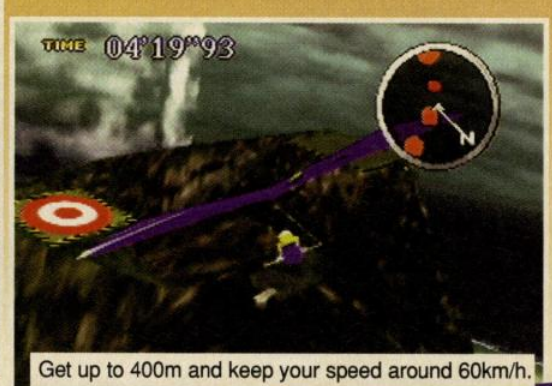
The Class B hang glider missions dispense with all that flying through hoops and concentrate instead on using the thermals to prolong your flights. The pace is much more relaxed now so chill out and enjoy the views as you get to grips with getting a good lift. Lark is probably the best pilot to use here.



HANG GLIDER MISSION 1

The first mission couldn't be simpler. All you have to do is get yourself up to 400m and then land. The trick is to use each of the thermals on the way to the landing pad in turn to get as much height as you can. Make sure your speed sticks at about 60km/h though or you'll lose precious time. Once you've reached 400m, dive down hard towards the landing pad, fly over it and turn back towards it in the thermal beyond. If you try to make straight for the pad you'll be going too fast to land well, and basics like a good landing count for a large lump of points.

Make for the thermals over the mountains.

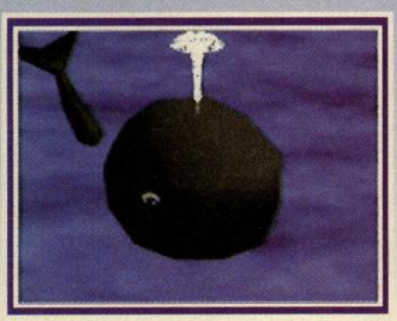


Get up to 400m and keep your speed around 60km/h.

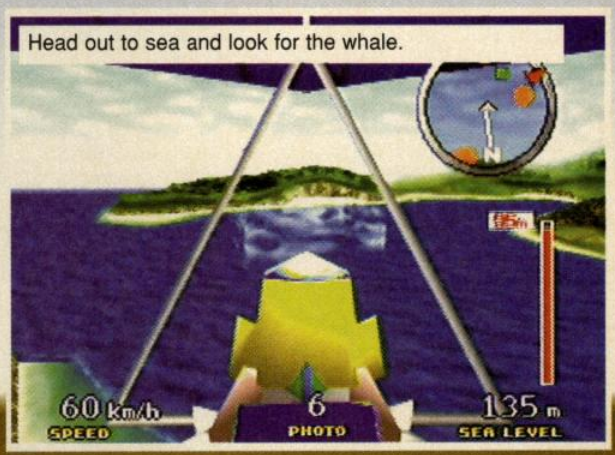
Then your landing should come easier.

HANG GLIDER MISSION 2

It's time to use your photographic skills again. Make for the thermal to the left of the start, lose a bit of height then start looking for the whale. Study the example photo below and try to match it as best you can. Once you've snapped the whale, make for a thermal to get some height, then head for the landing pad. Just behind the target is your second subject, the new fountain. It's best taken just before you land, but be careful though – if you concentrate too much on the pic, your landing will be rough and you'll have to do it all again!

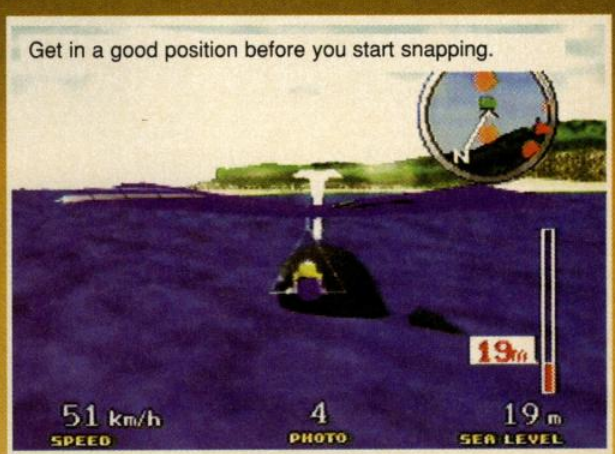


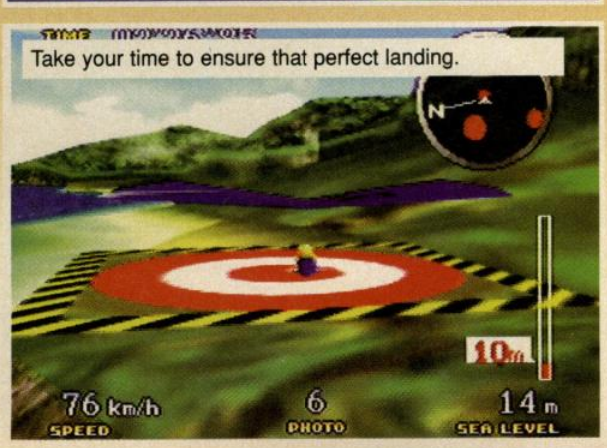
These are the pictures you have to try to match with your own.



HANG GLIDER MISSION 3

This last mission is a doddle. Head for the landing pad straight away and once you're in sight of it "hang" about and start your run-in after about two and a half minutes. Land dead centre of the pad exactly three minutes from take off to get maximum points.



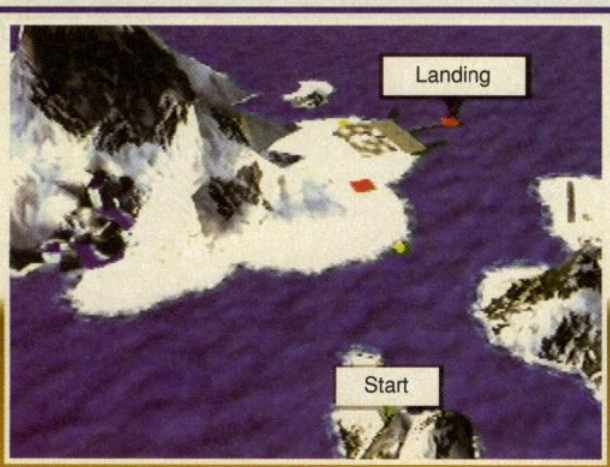


CLASS B

PILOTWINGS 64

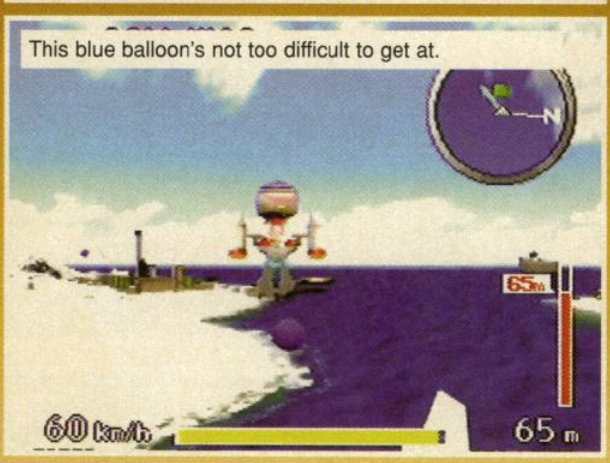
ROCKET BELT

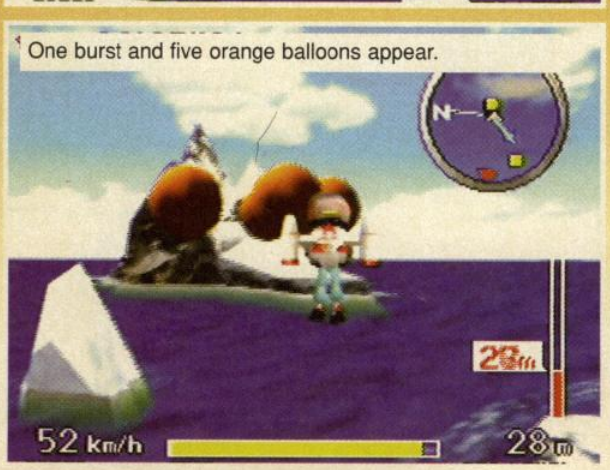
Put on your thermal vest because this time you're going back to Everfrost Island. The rocket belt missions here introduce some surreal games so have some fun but don't catch cold! Ibis will help you get those coveted wings a wee bit faster.

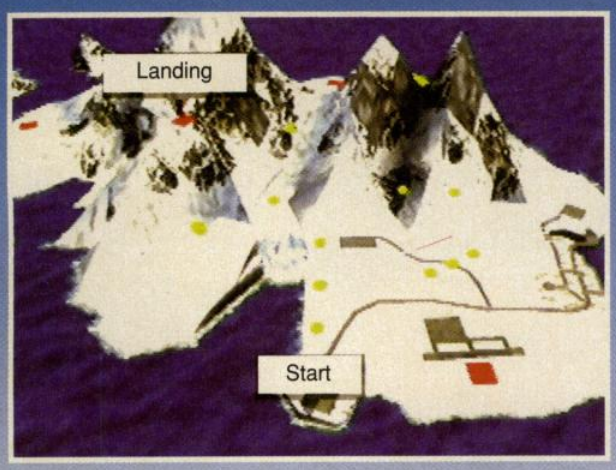


ROCKET BELT MISSION 1

Two blue balloons are floating near the refinery and if you fly into them and they'll each pop to reveal five orange balloons. You've got to pop all 10 within two and half minutes to make the grade. The secret is to make sure you get at least two balloons in each pass to save time but watch those cranes – it really smarts when you back into one at 100km/h! The balloons floating around the refinery itself are probably the trickiest.





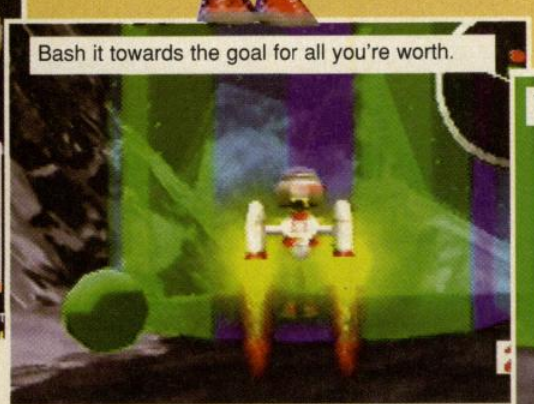


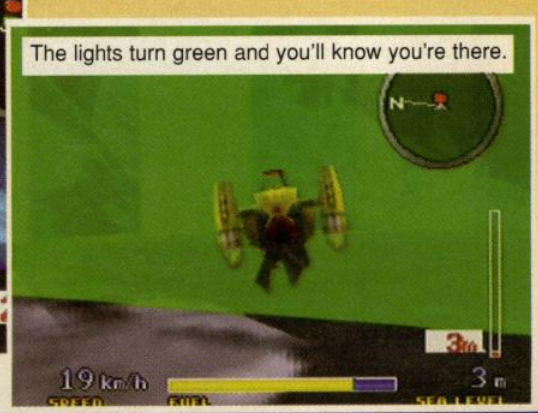
ROCKET BELT MISSION 2

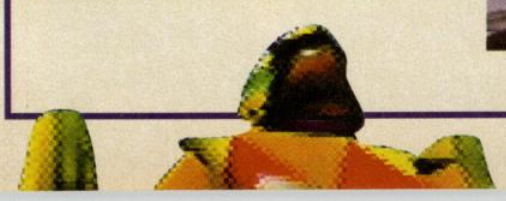
In this one you've got 15 rings to fly through before getting back to the village. After you pass through a few, you'll see the next ring turn into a big red clock and you have to pass through the clock before it turns yellow again to get those extra points.

ROCKET BELT MISSION 3

Whoever conceived this level was obviously working too hard. Your objective is to fly into a big green ball and knock it into a large goal area. The trick is to fly into it and keep on hitting it as many times as you can. Keep it in the air as long as you can and you'll be a lot quicker. The faster you make the goal the more points you get.







CLASS B

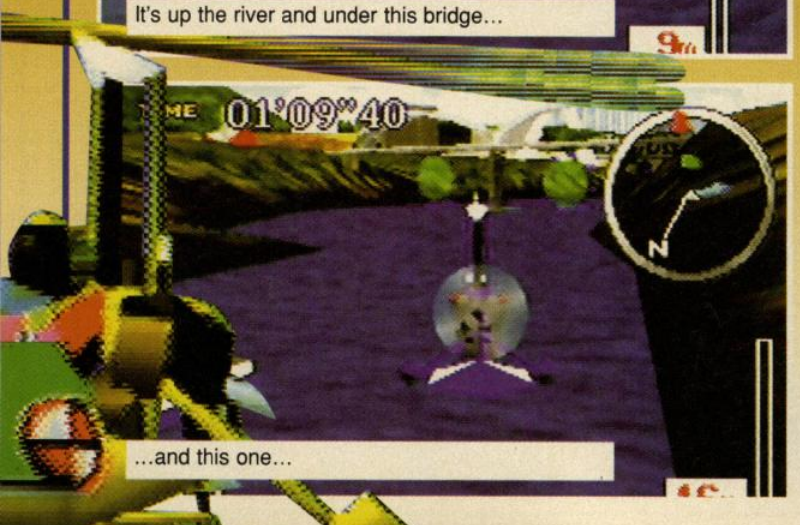
PILOTWINGS 64

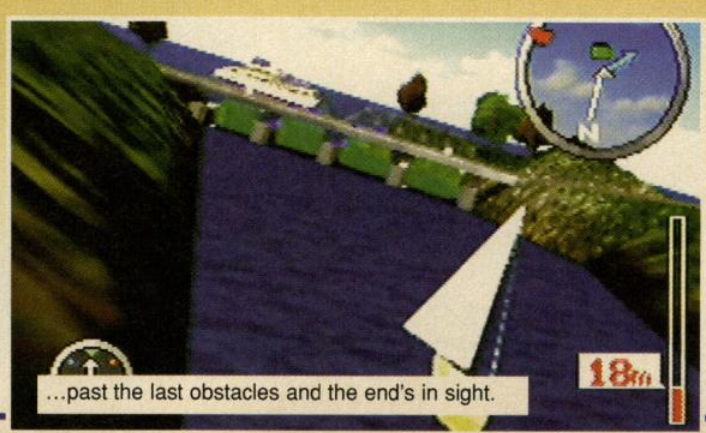
GYROCOPTER

Summon up all your skills to complete these missions. You'll be flying over the Little States again and you won't believe some of the things you'll have to do! It may seem daunting at first but after you try the levels a few times, what seemed hair-raising will just be like just another day at the office!

GYROCOPTER MISSION 1

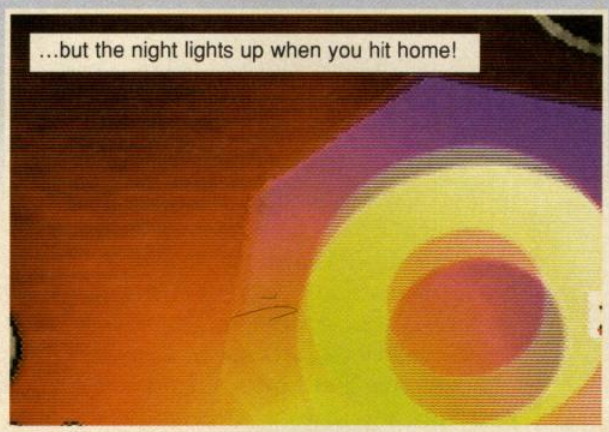
You'll need some real nerve for this level. You have to fly hard and fast along the Mississippi river (where most of the rings are under bridges!) and there are sail boats and paddle steamers to avoid too. Head through the white rings to pick up some extra points, assuming you survive that is. This is one level where you really need to keep your finger on the throttle to get to the landing strip as quickly as possible.

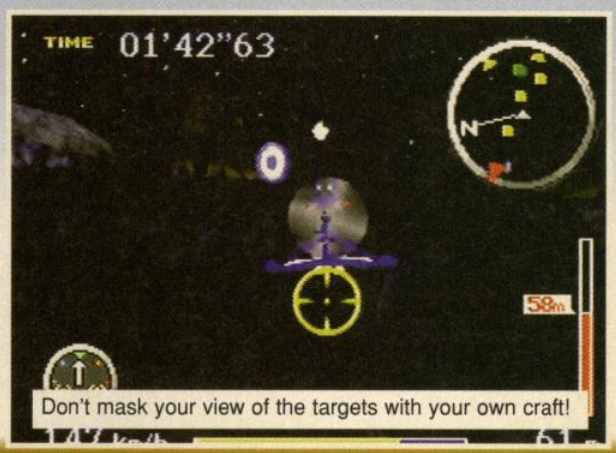




GYROCOPTER MISSION 2

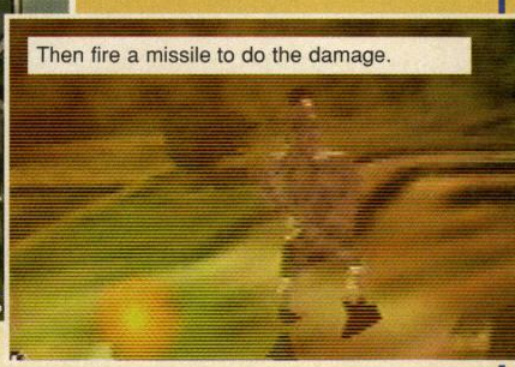
Get rid of some of that pent-up anger in this very tough level. There are 10 targets in and around the Grand Canyon and you've got to destroy them all with your missiles then head for base like your life depended on it. You'll have to be very quick to get enough points to pass though.





GYROCOPTER MISSION 3

Targets become too easy? Now you've got to hunt something that hits back! Meca Hawk is a Gigantor Robot out of control and causing chaos in the land. You'll need to hit him five times with your missiles and then land in the least amount of time you can. Meca Hawk will throw rocks at you if you get too close, but you can dodge these quite easily. Don't forget that if you use your missiles to destroy them you'll have less shots for the beast itself.



Now you've got to grips with the basic levels it's time to engage in some serious flying. Next time we look at the Pilot Class, a further step up the ladder towards your ultimate goal.

DONKEY KONG LAND 2

WORLD 3 KRAZY KREMLAND

Here's the next part in our essential guide to Donkey Kong Land 2 for all you intrepid banana hunters. This month we'll be concentrating on the third world in the game – the aptly titled Krazy Kremland. In this world you'll come across some of the toughest levels in any Donkey Kong game, ranging from exploring a giant hive to crossing a roller coaster track that would surely be closed down in any sane world. So, without further ado, let's take a detailed look at the amusement park from hell...

STAGE 1 HORNET HOLE

In this opening level you'll be exploring the depths of a giant hive full of troublesome Zingers. Our intrepid apes' progress is also hampered by honey that oozes from the hive, sticking their feet to the floor. This can be an advantage though, as the honey helps you to scale steep walls without fear of coming to a sticky end.

To get the first Bonus Barrel, climb the first wall after the start and instead of carrying on right, do a running jump to the left and aim at the barrel guarded by another Zinger. This barrel will shoot you up to a second wall, so just climb up here and you'll find the bonus at the top. The DK Coin is hidden shortly after the halfway point. After you've used the hooks to avoid the baddies you'll see three gaps in the playing area. If you jump down the middle gap you'll find the coin jealously guarded by a Klampon. Get rid of the toothy terror and the treasure is all yours!

Make good use of all the honey to help you get up the steep walls in this level.

Jump carefully here to avoid the Zinger.

You'll have to put an end to a Klampon to get the DK Coin.

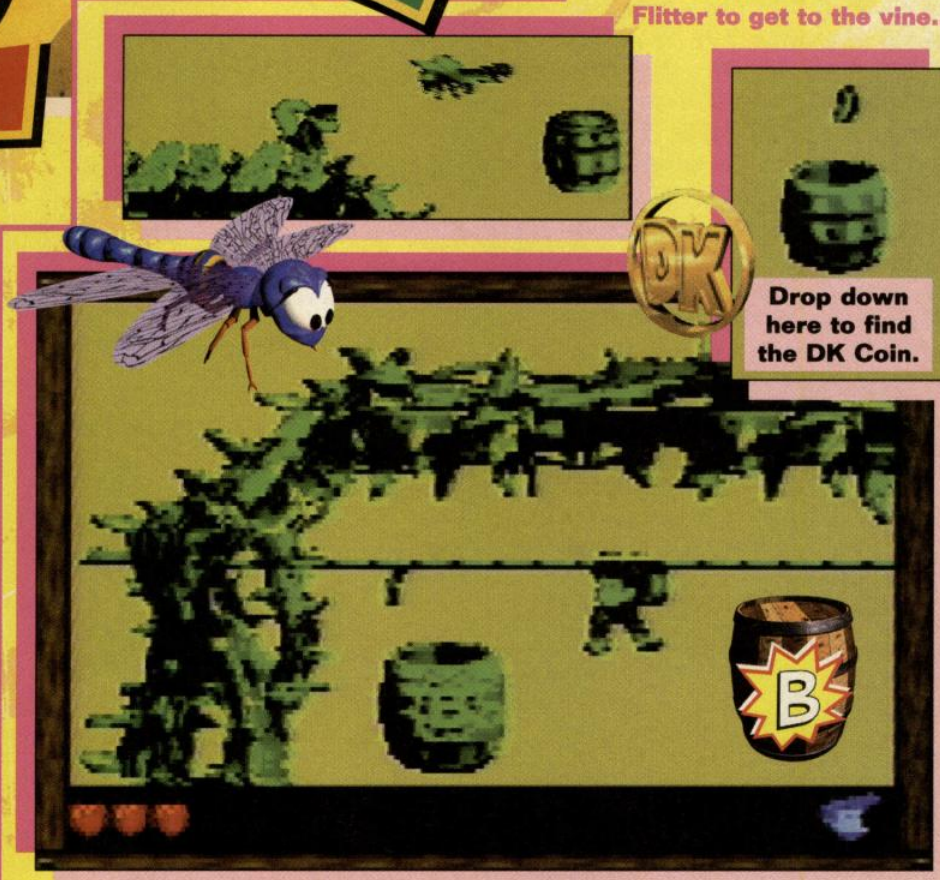
Once you've climbed right up to the top of this area, you'll find the Bonus Barrel ready for collection.

STAGE 2 TARGET TERROR

KONG

STAGE 3 BRAMBLE BLAST

...blast your way to the second and avoid the Flitter to get to the vine...



Drop down here to find the DK Coin.

Time for a spot of barrel blasting as Diddy and Dixie use them to propel their way up the level. To get to the Bonus Barrel, follow the natural course of the barrels until you reach the first platform. Jump into the barrel you see here and you'll be propelled up to a second ledge. If you walk right to the edge you can see another barrel, a Flitter and a vine. Avoid the Flitter and barrel and jump straight to the vine. Now follow this to the left as far as you can, then just drop into the Bonus Barrel. The DK Coin is a real pig to find in this level, mainly because you have to go against your natural instincts and take a few risks. The best way to get it is to go down three screens after getting the Bonus Barrel, then go as far right as possible. You'll come to a Blast Barrel with a single banana above it. Now, instead of following the fruit, shoot down and you'll enter another Blast Barrel with the DK Coin on the left.

...follow the vine all the way along to the left and you'll find the Bonus Barrel.

Hit all the ticked barrels to open the gates and clear the way...

...but make sure you avoid all the crossed barrels.

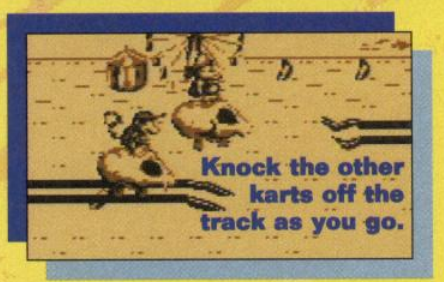
Drop off the track...
...and head down to the DK Coin.

The first roller coaster level in the game is not too difficult to complete. All you need to do is avoid the crossed barrels and hit all the ticked barrels to open the gates. But you'll have to take a leap into the unknown to find the Bonus Barrel. After you've hit three ticked barrels and rolled up the hill, as you come back down you'll notice a Flitter providing a platform between a gap in the track. Instead of using the dragonfly, just drop off the rails and you'll access a hidden track which leads straight to the bonus. After you've hit the halfway barrel, you'll need to use another Flitter to propel yourself up to the next tick box to avoid losing a life. Straight after this, there's another dragonfly which will knock you straight up to the DK Coin.

GAME BOY PLAYGUIDE

STAGE 4 RICKETY RACE

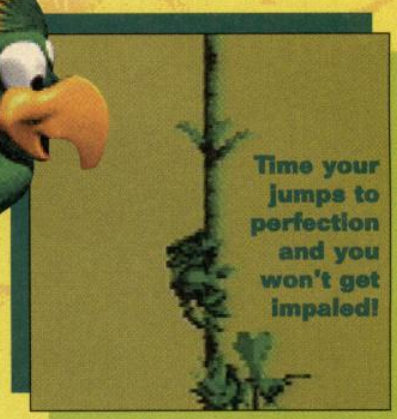
The next roller coaster stage is slightly different to any other level in the game. Instead of hunting round for bonuses and bananas, you have to race against Kremlings in other karts and knock them off the track. There are five Kremlings to get rid of and they appear on the track at different points. To get the coveted DK Coin you must get rid of all five, but it's not as easy as it sounds. The trick to completing the level is timing your jumps properly, as if you land just behind the other kart, you'll slow up drastically and the Kremling will race into the lead. If you jump just as you come over the brow of a hill, your kart will usually land on the unfortunate reptile, hopefully knocking him off the course.



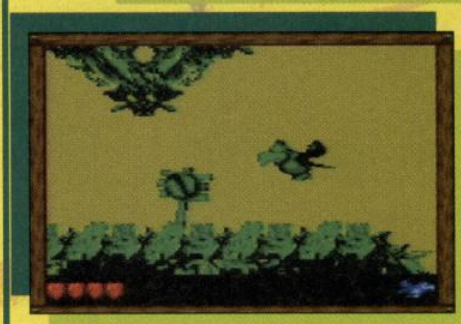
Knock the other karts off the track as you go.

Time your jumps to land just behind the kart in front.

You'll have to get rid of all five Kremling karts to score the DK Coin.



Time your jumps to perfection and you won't get impaled!



Follow the course until you see the 'no animals' sign...

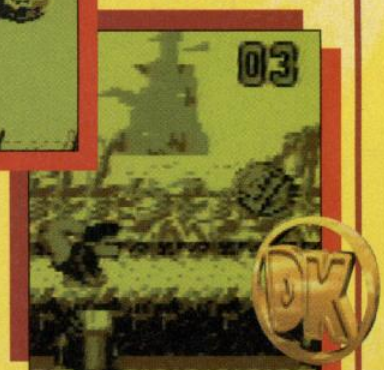
STAGE 5 BRAMBLE SCRAMBLE

This is another tricky stage that will take concentration and deft joypad skills to survive unscathed. Jumping from platform to platform can be very difficult as you'll have to time your jump perfectly to avoid being impaled on the thorns. To get the Bonus Barrel, follow the course until you find the 'no animals' sign. Then use the vines to make your way round the level. From the next platform after the sign, go up, then left and finally right to pick up a well deserved token.

STAGE 6 MUDHOLE MARSH

Keep a look out for this arrow of bananas just after the half way point.

The Bonus Barrel will blast you to the DK Coin.



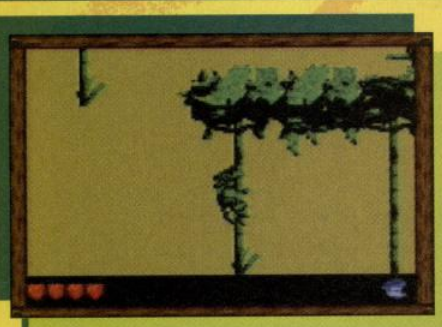
The Bonus Barrel in this stage lies just before the halfway point but you'll need to avoid plenty of Klick-Klack beetles before you reach it. One screen before you'll see an arrow of bananas pointing upwards with two Neckies just after it. Wait until the highest Necky starts to attack, then just do a normal jump. If you time this just right, you can bounce off this vicious vulture into the Bonus Barrel which is hidden from view.

STAGE 7 RAMBI RUMBLE

The last of the hive levels will test your platforming skills to the very limit, so be careful! After climbing the second wall, you'll come to a small platform. Perform a running jump then helicopter spin towards the Flitter on the left. Bounce off him to access a barrel which will shoot you all the way to the bonus room. The DK Coin is hiding after the halfway point just past the 'no animals' sign. Just after the sign you'll come to a gap in the playing area. Choose Dixie and slowly spin down, picking up the bananas as you go. About two thirds of the way down there is an extra platform on the left. Get on this platform and kill Klampon to claim the DK Coin.

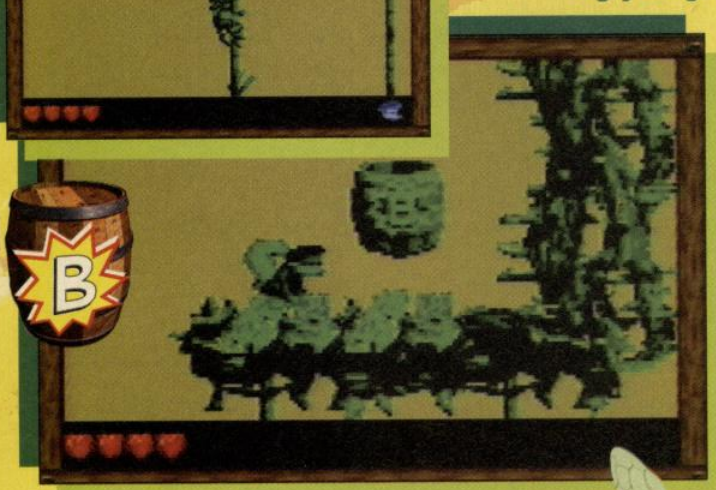
You'll come to a small platform just after the second wall.

Use Dixie to float to the Flitter, bounce off him then get fired out of the barrel to reach the bonus room.



... then use the vines to get a bit further.

The Bonus Barrel's guarded by an angry Zinger.



Spin down the gap and land on the platform that's about two thirds of the way down.

Move across the platform, kill the Klampon and claim the DK Coin.

STAGE 8 KING ZING STING

The last level in this world is home to the toughest boss you've faced so far. King Zing is a gigantic Zinger who releases smaller clones around the playing area. If you're Squawk the only way you can hurt him is to go behind his back and shoot eggs at his backside. Once you've hit him twice he'll start flying around quicker and leaving lots of smaller Zingers behind him.

Well, that's Krazy Kremland played to a pulp and you'll be pleased to know that you're now half way through the game. Look out for next month's playguide when we'll be taking you through the undergrowth in Gloomy Gulch.

Anime Action

ENZO'S ESSENTIAL GUIDE TO THE WORLD OF JAPANIMATION!

Iczer-One

Volume 1: Acts 1 and 2
3rd March. $24.95. 'M'. 60 minutes.

As we told you last month, Iczer-One follows the story of a young girl called Nagisa Kano who becomes the key to the Earth's defences after joining up with a lone rebel known as Iczer-One. The planet has been targetted for destruction by the alien Cthuwulf and the first volume of this two part action story is out this month.

In Act 1, Nagisa and Iczer-One meet when the Cthuwulf attack. The aliens send their bio-mechanical Voids and trap Iczer-One and Nagisa in dimensional sub-space. Later, Commander Cobalt launches an attack against Nagisa's city using the Dilos-Theta mecha. Iczer-One must convince Nagisa to join her and challenge Cobalt with their mech, Iczer-Robo!

Bubblegum Crisis

Volume 5: "Moonlight Rambler"
3rd March. $24.95. 'M'. 30 minutes.

MegaTokyo 2032 AD. A group of young women make a desperate escape from an orbiting industrial complex and crash land a stolen space shuttle on the outskirts of MegaTokyo.

Priss finds a new friend, but what secret is she hiding? Could it have anything to do with the recent rash of 'Vampire' murders? Or is that just the result of skullduggery at Genom?

Who is the mysterious Largo, who seems to know altogether too much about the Knight Sabers? And just where is DD, a semi-intelligent battlesuit with an atomic deadman switch? AD Police and the Knight Sabers race to gather the clues, and the result is a countdown to... thermonuclear destruction!

Will the Knight Sabers be equal to their greatest challenge? The fate of millions lies in Priss's hands, and time is running out!

You're Under Arrest!

WIN

The release of the acclaimed "You're Under Arrest!" series has further fuelled a growing interest in high quality Japanese animated series in the general family and children's viewing markets. It's got the humour and quirkiness of the Simpsons and the animation quality and cuteness of many Disney productions.

"You're Under Arrest!" leaves current popular cartoons for dead, with a level of quality unparalleled in standard Saturday morning fare, humour to surpass an entire evening of US sitcoms, and hysterically contrived romantic situations to leave popular soapies in the dust!

"You're Under Arrest!" is a four volume series (running for about 60 minutes) chronicling the hilarious adventures, romance and high speed action of the Bokutoo Police Department and its intrepid police officers Natsumi and Miyuki. Now all four volumes are available in one box set. Following on from our YUA giveaways over the last four months, we're rounding it all off this month with five copies of the four part box set courtesy of the ever generous MadMan Entertainment. Look at the questions opposite and fill in the form (or a copy) with all your details. The first five names pulled out of the hat after 28th March will win a brand new gleaming YUA four-pack!

1. What is the Bokutoo depot?

A Police Department ☐ A Fire Station ☐ A Hospital ☐

2. What rating is "You're Under Arrest!"?

MA ☐ G ☐ PG ☐

3. Who is Miyuki's partner?

Pai ☐ Nagia ☐ Natsumi ☐

Name _____ Age ___

Address _____

Town/City _____

State _____ Postcode _____

Phone _____

Send to: YUA 4-Pack Comp, NMS, PO Box 14225, Melbourne, MC Victoria 8001.

OZCON

March 1st & 2nd 1997
Centrepoint Convention Center

If your idea of heaven is being surrounded by wall to wall Manga videos then get yourself down to the Centrepoint Convention Centre in Sydney's Market Street this month. The annual Ozcon convention hits town on March 1st and 2nd and it's the place to be if you want to get your hands on all the latest anime and manga goodies.

Present, as always, will be Australia's biggest anime distributor Siren Entertainment. They'll have a huge stall with plenty of old and new Manga videos as well as MadMan Entertainment titles such as "Bubblegum Crisis", "You're Under Arrest!" and "Riding Bean". Siren will also have heaps of Manga books and trading cards and are planning to have a new Mangazine out in time for the show with all the latest news for 1997. Look out too for both the subbed and dubbed versions of last year's anime smash "Ghost in the Shell", complete with the GITS production report.

Ozcon is always a great weekend so if you're into anime, make sure you're there.

JANUARY WINNERS

Our third MadMan anime competition in the January issue was won by: Karl Jackson, Kalbar, Qld; Kurt Royan, Childers, Qld; Aaron Bone, Mullewa, WA; Shane Eastwood, Glandore, Adelaide; Karlene Blacker, Braidwood, NSW; Shane Foggon, Mandurah, WA; Thai Tran, West Sunshine, Vic; Shannon Wagner, Springsure, Qld; Geoff Smith, Belmont, Vic; & Alex Simmons, Sydney, NSW.

You should each have received a copy of "You're Under Arrest!" Volume 3 by now and in case you were wondering, the answer was 'Yoriko'.

CLUB SCENE

Thanks to Kim Nguyen Luu for getting in touch to let me know about her anime club. They're the University of Wollongong Anime Club in NSW and they meet there every third Saturday. It'll cost you $2 to get into each screening but if you stump up 10 bucks for a membership then you can go to every screening for nothing! If you show this voucher though, you can get a $2 discount on the membership fee!

Contact Kim (knl01@wumpus.uow.edu.au) or Luke Mason (llm01@wumpus.uow.edu.au) to find out more. Failing that, they've got a really good web site that seems to be updated regularly where you'll find everything you want to know, including up to date screening schedules. It's at http://www.geocities.com/tokyo/1120. Check it out!

NMS READER DISCOUNT
$2 OFF
This voucher entitles the holder to $2 off the membership fee for Uni of Wollongong Anime Club.

STOP PRESS

We've heard a whisper on the ol' anime grapevine about a classic original anime series that Siren will be releasing within the next couple of months. They've got the exclusive deal to bring it to the Australian public for the first time and it's going to be huge. Can't say what it is yet but trust me, you're gonna' love it! Stay tuned!

Anime Action, An Envelope to Enzo, NMS, PO Box 14225, Melbourne, MC Victoria 8001.

Since I answered a couple of your anime queries on this page in the December issue, some more of you have written in to probe my knowledge and to tell me how ace my section is.

Cheers guys! It's good to know you're all impressed with our anime coverage (and it'll keep the Ed off my back for a few weeks!). As I said before, if there's anything you want to know about anime or manga and you just can't find the answers then drop me a line at this address.

Dearest Enzo and MadMan crew,
Thank you soooooooooo much for the "You're Under Arrest!" video, it is really cool. I LOVE it, it's right up there with the king of all anime comedy, Ranma. "You're Under Arrest!" has everything that good comedy must have. The catchy boppy title and choice music, glossy, hugely stylised design and excellent animation. It also has really cool voice actors which also makes the vid that much more awesome.

So my thanks go out to the coolest of cool Enzo and the rising mega company MadMan for not only deeming me worthy of a free vid, but also being open minded enough to see the potential in a G rated (kind of rare for anime really) anime. Thanks again.

Eternally watching Japan,
Mark Withington, Bathurst, NSW

PS Enzo, thanks for all the competitions you guys have been running, keep it up.

Steady on Mark! Glad to hear you loved your prize and that you're well into our anime pages. I was showing your letter to the rest of the crew and someone noticed that your name was pulled out of the sack again for the Dec comp too. How jammy can you get! Are you including cash with your entries?!

Dear Enzo,
Firstly I'd like to congratulate you on a fab section in NMS. I have one question on anime/manga videos. Can I get DragonBall? I saw it in Japan and I loved it!
from Yuu Matsuyama, Port Douglas, Qld

For those of you who don't know, DragonBall was originally a Korean series and it's even been made into a computer game. It was absolutely huge in Japan, but I'm afraid there doesn't seem to be any plans for an Australian release at the moment. Sorry Yuu!

PRACTICE MAKES PERFECT!

I've also had a pile of letters over the months asking how you go about becoming a manga or anime artist. After speaking to several people in the know, the consensus seems to be that, apart from practice of course, you should go along to clubs and conventions like Ozcon to meet and mix with like minds. You never know, you might meet up with just the right contact!

3X3 EYES PART THREE

You may remember I had a letter from 'RJC' in Albany back in December asking about part three of the "3x3 Eyes" series. Well, it seems that Polygram now have it done for release in April so we'll get the lowdown from them and check it out next month.

Mail Bag

Is it really true that one of the Spice Girls is a bloke? Which one is it? I've had a jolly good look and I can't see anything. Are there other heroes and heroines concealing a secret? Those Gladiators, I've wondered about one or two of them for some time. And that Jesse, what a pair of legs! Let me know about anyone you suspect...

Ian Cameron, Whyalla, SA

I WANT YOU!!!!

Les,
I am a 26 year old female with blonde hair, ample breasts, a large butt and... I love your magazine NMS and I am desperate to see if you are as good as Les's page. I am unmarried and hope to make love to you one day with you being my first ever exception of a man.
Write back soon,
Natasha/Carol, NSW

Brrrruugghhhrrr!!! God! God, oh God, please!!! Nursie, bring the screens now please, and hurry!!!

Too much choice in the world, that's the trouble! When I was alive we only had gobstoppers or fireman's hoses to choose from. Now look! Where will it all end? Post-post-post-post-modernism I shouldn't wonder!

LOVE SICKO

Les,
This is my second letter this month; please don't print my first one. Les, I think you deserve 10 more pages. Hey Chun-Li, (#46) I thought I would make a poem describing the way I feel about you:

If you're not here beside me
It burns a hole through my heart
My love for you is undying
I hate that we're apart.

Chun-Li you are so beautiful
You shine like the stars
I wonder if I'll ever meet you
Hope is mine at last.

Think where man's glory
Most begins and ends
And say my glory was
I had such a friend.

My love will never die
The fire will always gleam
If you look deep in my eyes
You will see how much your love means to me.
From Ryu.

If you look deep in my eyes and catch a glimpse of my pet beetle George skudding about in there, tell him to stop and come back out for his breakfast.

DOUBLE TROUBLE

Hey Les-bean,
1. Mario's nuthin' butta Italiano kollestirolla – stuffed peeca ^%$@%.
2. Sega kicks your N-head arse! Sega – 8 systems; Nintendo – 4 systems. And you expect to win the gaming war with 4 systems??!! We still have twice more than you suckers!!
3. NMS is used toilet paper and why do we bother with writin' in since you won't print this letter anyways, just keep the truth from your misguided fans!
Official Nintendo Haters

Too much choice in the world, that's the trouble! Eight systems eh? Never could get it quite right could they? Poor dears, they probably think people want to buy eight different sorts of the same. I'm not going to print your letter. Damn!

STUPID (NOT)

Dear Les,
I am writing to say this: Sega is not, I repeat, not stupid. Nintendo is a legendary games machine producer, but then again, so is Sega. I should know. My brother and I have a Sega Mega Drive II and have some really good games, eg Aladdin, Sonic 1, 2 & 3 and Quackshot. Mario on Nintendo is the equivalent of Sonic on Sega. My brother and I both read NMS whenever we have the money. Now I am really into Super Mario 64 and PilotWings 64 and have been reading the playguides.
Chris & Jamie Keipert, NSW

N-THUSE!

To NMS,
I've played the N64! It's excellent. The control pads rule, the graphics are legend, the sound effects are wicked and the gameplay is the best. The 64 was at Pacific Fair on world tour. They had PilotWings 64, Wave Race 64, Shadows of the Empire and Mario 64. Mario 64 was unreal! It was cool how he punched and kicked. Mario 64 is by far the best game I have ever played.
Jon-Michael Mooney, Qld

What fun you must have had punching and kicking.

Thanks to Ian Bakai in Brisbane for capturing me here at my best. (How did you get past security with that camera?!)

MOOSE WANTS LUNCH

Dear Sir,
I formally congratulate you on achieving me the loss of a certain amount of cash used to buy lunch owed to my local Nintendo gaming fans, thanks to you printing my previous letter in #46. For this I will address you as Sir from this day forth.
I have some complaints and merits to mention. Firstly I would like to congratulate you on your Super Mario 64 guide. The guide covers all aspects in a logical order of appearance and will be of much use when I purchase a N64. I personally hate the Anime Action section and I am sure that the majority of readers will agree. Kill it and give the space to more letters. I hate the pathetic morons who babble on about %&&@$ (High Priest, Louis and the like). Your posters rule. I currently have half my roof covered in them. Your competitions are also of merchantable quality. Please print this letter and my friends will shout me lunch.
Moose, S Auckland, NZ

Anime was once removed and we had a visit from some people with over-large eyes and leather thongs. Mind you, although they were red-faced, I thought they looked rather fetching, and I asked one over to share a melon. She shouted lunch too.

FLATTERER!

Hey Les,
When you took over I hated the mailbag for about 2 issues, when I realised my judgement was wrong. I think you're heaps more funny than Skull and I really think you have made an improvement. You see I go through a depression in the middle of the month when I've read through the current mag 1,000 times waiting for some new reading material. Ben, you have scored well to win over Bindi the babe. Sister Burns, does Mr. Burns have any habits you can expose us to?
Dan Callaghan, NSW

Dan sent me a mucky picture too, which I wasn't allowed to include on the page. I hope you don't do that at home Dan, especially in the middle of the month when you're depressed!!

OBSESSION REPLY

For your information Sonya Blade was born on a piece of paper, on someone's drawing block, transferred to a computer. And she was voted best BABE for 3 years in a row. Why don't you get a girlfriend for a change?
Shh,shhheads, Qld.

My favourite babe was also made in a computer by a mad professor in downtown Hong Kong. He might come over here soon, when the Chinese try to get their hands on his magnificent mouldings.

UGLY!

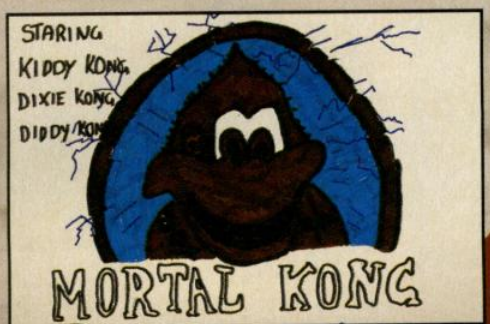
To Les,
I have one thing to say about Orchid: she's ugly. Why does she have to be the winner of the KI tournament? Why couldn't it be Eyedol or Spinal? Or just that Eyedol beat the living snot out of everyone, except Glacius, Spinal and Fulgore, 'cos they don't have snot. I love your mag.
Bill, Vic

You're fluid you are!

WARNING

Dear Les,
First off, I want you to know that your magazine is adequate. (What? You'd rather I said it was inadequate?) I borrowed a SNES with StreetFighter II Turbo. I invited some friends over to play it and while we were playing Ryu jumped out of the screen and said "Skull is joining forces with Alan and Steve. Lou, Enzo and Will wanted to stay with Les". So I've written to you now.
Toad

Oh bless my soul, it's started again. And after I paid Skull all that money too. Oh, I have been a fool, a dolt and a topper! What can I do?



Steven Cannatelli, Dandenong, Vic.

When I was in the army,
I had a small discharge,
A blanket and a pencil,
Which was never very large.

I doodled on my blanket,
Whilst locked inside my cell,
In the corner of the guardroom,
Which made the pencil swell.

I was brought before the beak,
And put up on a charge,
I showed him all the drawings,
I had done of dear old sarge.

He said "Young man you're destined,
To become a great buffoon",
And with that I was taken to
The initiation room.

Four soldiers held me sideways,
Framed neatly by the fire,
Where a wily Turkish farmer,
Played a hymn upon his lyre.

I lifted up my coat-tails,
And displayed my pencil end,
As fifty thousand Afghans,
Came pouring round the bend.

My loving pencil saved us:
The end had caught alight,
It grew into a frenzy,
Sparking fire into the night.

The Afghans rose up crying:
"Lord, the pencil has us beat",
And all that anyone could hear,
Was two hundred thousand feet.

They fled from the whole blockhouse,
They fled beyond the wire,
But sadly my dear pencil,
Had been lost inside the fire.

I was taken up before the beak,
Who said I was a dear,
He offered me a medal,
And a pair of Afghan ears.

He offered to console me with
A pair of young baboons,
And passed to me a rucksack,
A-weighted with doubloons.

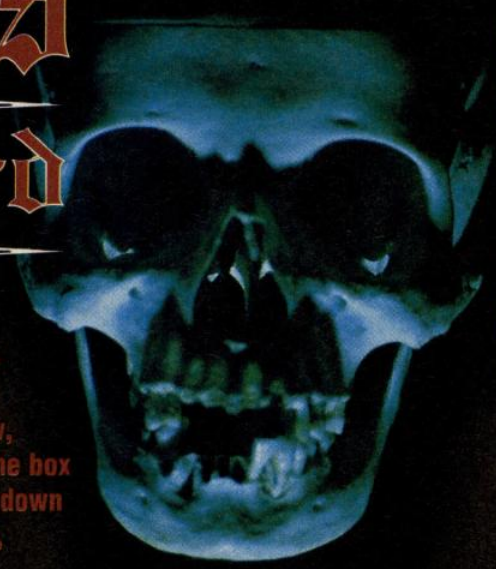
But nothing could relieve me,
As I wept upon my bed,
I've never yet regained the power,
Inside my pencil lead.

Les.

Get Les off a charge. Write to him at:

Les, NMS, PO Box 14225,
Melbourne, MC Victoria 8001
email: catalyst@popmail.dircon.co.uk

Skull's Graveyard



At last, everyone can stop moaning at me for not single-handedly getting Nintendo to release the N64 before March. By now, you should be good and ready to rip the box apart, plug in the machine and settle down for a good blast on Mario, PilotWings, Wave Race or whatever. Enjoy!

Dear Gay Skull,
We reckon you're a piece of %&@! When we get our hands on you we'll feed you to our guard dog Crusher, and that will be a big bloody mess you S-O-A-B! While you're reading this, we're sure you are probably fiddling with yourself! In case you're wondering who we are, we're Sonic's top right hand spies, and we know stuff about you that not even your wife knows, (if you had one!) and we have an excellent view of what you do in bed (which is not a pretty sight). We have to stop insulting you now because we have to out and buy a new Sega.
From your Secret Admirers.

Sonic's top right hand spies? How many hands has the poor sod got? I bet you thought I was gonna to hurl a bin of abuse at the pair of you. But, I can understand how your hearts miss a beat whenever I'm around, and yet you still have to be loyal to the 'hog. It must be hard to have to pile it on the object of your desire and fake loyalty to Sega, when all you want, all you really, really want is Super Mario 64 and the prestige of owning the world's top games console. Sad but true – your secret's safe with me!

To Skull,
Hello humanoids out there, reading this mag. Yo, Skull, it's the Bad Guy talking. You know who I am. I know you got my first letter but hey, whether you printed the letter or not, I don't really care. I couldn't care less whether or not you print this one. Anyway, just dropped in to tell you, 'cos I know you'll be excited, that I couldn't wait for the official Australian launch of the amazing Nintendo 64 so just before Christmas I got a machine from America. Super Mario 64 was incredible! What a trip! Wayne Gretzky's 3D Hockey made me sit down and watch hockey on Fox Sports to get a better idea of the game. The great thing about the game was the fighting bits. I actually get to throw off my gloves and start kickin' some ass. And finally, Cruis'n USA. Well, for a game that is 3 years old, it still had an effect on me. The game is good but not great. That's all for now. Am I bad or what?
The Bad Guy, NSW

Oh, Yeah, you're bad alright, bad to the bone. Nice to know that you were so inspired by playing Wayne Gretzky that you just had to rush out and er... watch TV for a few evenings! Get that sporty vibe why don't ya?! Having said that, you're right, Gretzky's Hockey looks set to be massive, and Mario 64 is a bigger trip than a round-the-world cruise. But as for Cruis'n USA, you're not the only one who's expressed concerns over this game, but we'll give it a fair crack of the whip before we judge it too harshly.

To Skull,
Knowing your brain over Les I decided to write to you instead of that faggot. Can you answer some questions on (you've guessed it) the N64:
1. I heard a rumour that Street Fighter Alpha 1 and 2 were coming out on a combo cart for the N64. Is this true?
2. What will Namco's first N64 games be?
3. What is the 64DD?
4. What games will be available when the N64 comes out over here?

1. *Capcom's first N64 title's not known at the moment. We've heard that it'll be an action game of sorts, but not Street Fighter. There was a rumour that Ghouls and Ghosts would be the first title, but this only succeeded in burstin' the bull-ometer, as Capcom were only using it to test out their new N64 developing equipment. Nothing certain is known right now.*
2. *Namco don't have plans to produce N64 titles at the mo but they're thinking about it!*
3. *The 64DD unit is basically a hard drive where you can store and re-write data on to disks. The unit will most likely accommodate games like RPGs and educational software.*
4. *March: Super Mario 64, PilotWings 64 and Wave Race 64, Turok: Dinosaur Hunter; April: Shadows of the Empire; May: Cruis'n USA; June: Killer Instinct Gold, Robotech – Crystal Dreams. No release date for Mario Kart yet, but this and others are due out before the world ends.*

To the Mighty Lord Skull,
You and your mag are so cool! I have been with you since issue 1 and have got a SNES with DK 1, 2, 3, MK 1, 2, 3, Mario All-Stars, Mario World, SF2, KI and Bomberman 1, 2 & 3. When I was 4, I had a Sega and the games were so sh&$ I threw it in the bin. For all you nerds who read NMS and still have a @&% old Sega:- get over it!
Some guy in Qld who wishes to remain anonymous.

You guys in Queensland are all numbers. Don't you think about anythin' else? Numbers mad!

To What's-his-Skull,
I would like to know a few things:
1. Can you imagine an imaginary menagerie manager imagining an imaginary menagerie?
2. Can you stop putting competitions on the back of important information? It would be helpful.
3. What's your real name? I bet it's something like Firenzo, Jeremy or Rum.

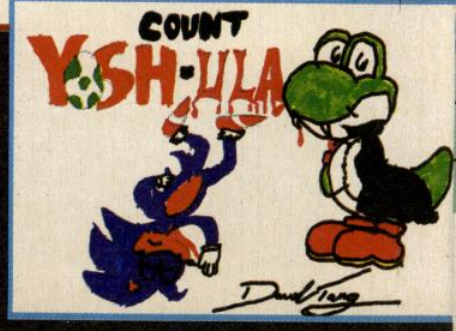
Ben Farrugia, WA

1. *This is the guy who had 'had', had 'had had', then had 'had had had'. I don't know why either.*
2. *I know it can be a pain sometimes, but why don't you just copy the competition form?*
3. *Well, my mum calls me sweety-pie but not in public. How dare you compare me with those work-shy sponges? I'm one in a million, me!*

Dear Skull,
Can I join your Ultimate team of Bad Asses? I have a real pointy stick I could poke Les with if you asked me to. I wouldn't poke him too hard, pointy sticks have been known to hurt people. My mummy doesn't know about my stick so please don't tell her. Luv,
A Happy Little Elf.

I can't stand elves, can you? Namby-pamby, girly-wirly, velvet trouser-wearin', dragon-slayin', spell-castin' fools! Anyway, in reference to your 'pointy stick', remember these golden rules;
1. Tradesman's Entrance.
2. Sideways.
3. If you're not sure, get a wizard to help you.

Some moaning git who didn't send his name in!



David Tang

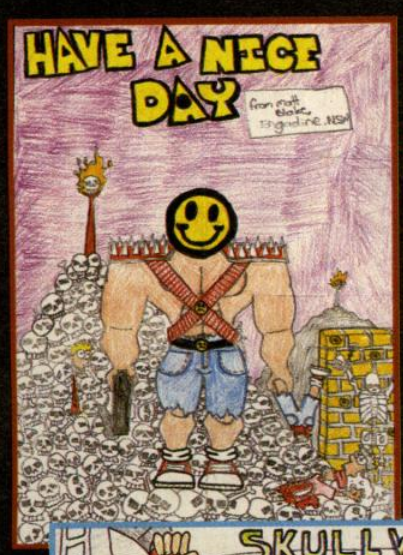
To Almighty Skull,
I'm saving up to buy a Nintendo 64 because they're wicked compared to Saturns and PlayStations, and I want to ask you some questions on the '64:

1. What will you get in the pack of the Nintendo 64? Do you get a game with it?
2. Will there be any games like Doom and Quake?

1. N64s don't come with a game, so you'll have to buy them separately.
2. Yes! Doom 64's almost finished, and people in the know are already saying it's the best Doom ever. Turok: Dinosaur Hunter is out this month and that promises to give Doom a real run for its money, and Hexen 64 has also been confirmed. Bits of Shadows are also Doom-like if you're starvin'.

To the Almighty One, Skull.
You ancient, fat piece of *&$%! Go and do everyone a favour along with yourself. Dig yourself a grave 60ft deep, hop in it and fill it up with dog!@*$. Yeah, I know all about you, Skull. You sit all day playing Mario Kart, then the beast you call a wife rolls through the door and says, "Skull, help me with the groceries", and you say "get stuffed love!" I mean, every time someone abuses you in a letter you say "I'll play yer at Mario Kart!" How could anyone play you in Mario Kart - what with your flab you could hardly move, and if you ever decide to print a picture of your face in NMS, don't forget to put a world-renowned counsellor next to it! And I thought an Orang-utan's arse was ugly!
See ya in Hell, Skull.
By Me, From there.

Er...um...Oh yeah, (Ahem) I'll play yer at Mario Kart!



Matt Blake, NSW

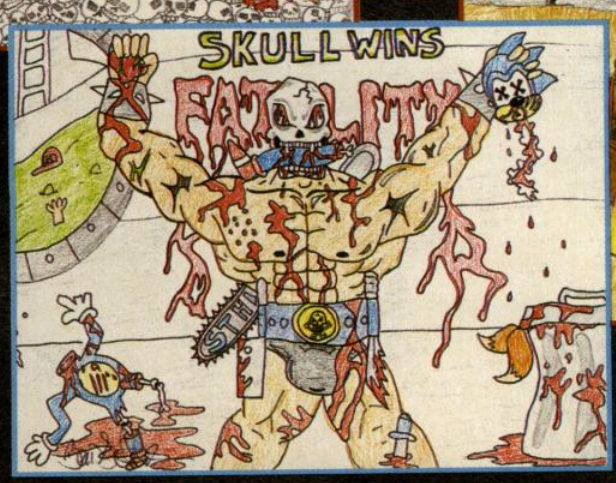
Dear Skull,
When are people going to start writing in decent letters asking decent questions. I mean, some just don't make sense and some are just plain crap. Why don't they just ask correct questions, because that's what you're there for. Not to bore us by calling themselves Mario's half brother or your second cousin. It really annoys me to see these sad, poor excuses getting their letters published in your magazine.

1. In DKC2 in the Lost World (Animal Antics), Cranky gives you a clue in saying 'the end is not the end'. What does he mean by that?
2. Is the correct ending when the island explodes and the ship sails away while Donkey Kong and the rest of the gang sit there and watch it happen? Boring!!
3. Is the game completely finished when you have 102% and 40 Hero Coins found?
4. How many games will be available on the release of the N64?
5. Will Rare bring out a DKC4, or DKC 64 for Nintendo's Machine, and if not, why not?
6. Does anything special happen when you complete Killer Instinct on zero continues on levels 4 and 6?

Looking forward to hearing from the great Skull,
Ben Crabb, Tanunda, SA

1. As you know, I'm not one to give much away, but if you go past the end point on Animal Antics, see what happens.
2. Yes, that's it, finito. Well, what did you expect? A Dixie Kong strip show or what?
3. That's yer lot I'm afraid.
4. For the very last time... On March 1st, you'll be able to get SM64, PilotWings 64 and Wave Race 64, with Turok due on March 17th. Shadows of the Empire will land on April 1st, Cruis'n USA will be here from May 1st and fighting fans will get KI Gold from June 1st. As for Mario Kart, no release date has been confirmed just yet. Other third party titles may squeeze in between some of these.
5. We've heard a rumour that a DK game will be appearing on the N64, but nothing definite has been said. Having said that, it would be more of a surprise if they didn't bring ol' Kong to the '64, wouldn't it?
6. No, you'll just get the full ending sequences.

Cory Blake, NSW



Ben Schroeder, QLD

Skull,
I would like you to answer a few questions:

1. When is Ken Griffey Jr's Winning Run coming out in Australia?
2. How many worlds are there in Secret of Evermore, and about how many hours would it take to finish?
3. When the N64 is out in Australia, will it have black lines at the top and bottom of the screen?
4. Is there going to be a MegaMan game and RPG's like Evermore and Mana on the '64?
5. To enter your competitions can I photocopy the forms instead of cutting up my book?

Scott Western

1. Sorry, there's no firm release date for the SNES game yet, but there is an N64 Griffey title in development, so keep your eyes peeled (If you haven't got eyes, get some).
2. Squaresoft reckon there's around 40 hours of gameplay to be done, and there are four worlds to go through – Prehistoria, Antiqua, Gothica and Omnitopia.
3. No, everything will be as clear as a vicar's conscience. You could put black sticky tape on the TV I suppose.
4. We haven't heard anything about MegaMan on the '64 yet, but Zelda 64 is due out soon and Earthbound 3 is in development.
5. Yep, no problem!

Dear Skull.
I am the Late Emperor. I bet you thought I was killed in that scene when Darth Vader threw me down that shaft. Wait 'til I get my hands on Vader. Although I agree with him on some of his points like using Les as a kamikazi in the Sega HQ, I'll throttle him until his %$#% head turns blue and his tongue falls out because of what he did to me! But I'm just blathering. I was wondering if you could answer these questions for me.

1. Is NMS going to have a comp for the N64? If so, when?
2. You should have a Web Site and run cool comps on it.
3. I am telling all you pitiful human and non-human skum to stop complaining to this cool Mag. Don't dis it man!
4. I also have a prediction. In the future, Sega will fall and all smaller companies will die.
5. Did you know my mortal enemy, Luke Skywalker, is planning with Les to destroy you. If you want I'll take a Death Star Prototype and, after destroying the millions of Sega followers, destroy Les and the pitiful Rebellion. Death to Les!!

The Emperor.

1. Didn't you buy last month's mag? Don't miss the next one: there's Turok & a '64 to win!
2. The upstairs crew are too stingy.
3. Don't dis. Do be do be do.
4. Heh heh heh!
5. Not another upstart! I'll have to give Les a hiding if this goes much further. What do you suggest he deserves?

Skull's Graveyard

NMS,
PO Box 14225, Melbourne,
MC Victoria 8001
email: catalyst@popmail.dircon.co.uk

Nun the Wiser

Yer all chancers, the lot of ye! Can't ye just play a game until the end and leave it at dat? No, you've all got to go hunting for evil cheats and tips to make the path to true enloightenment easier for the rest of the heathen swoine! Ye'll have to excuse me rantings, as Oi've just had a blazin' row with the bishop about taking fees fer me stand-up comedy shows. Anyroads, down to business.

We've the foirst batch of N64 tips this month, so all ye's little darlin's who've got de N64s tucked up inside your habits can fiddle de buttons in a frenzy o' possession. Moind ye don't get taken over by de Devil's horns tho'. All dat fiddlin' moight droive a sane porson into de Perilous Forest with its Black Knoights and Devil's Doggies. Moi own father, bless him, was consumed by just such a ting!

NINTENDO 64 Tips NINTENDO 64 Tips NINTENDO 64 Tips

SUPER MARIO 64

Foind all three switches

Red Switch

After collecting 10 stars, go to de stairs in de main hall of de castle. Dere should be a loight shoinin' into de circle on de floor. Stand inside de circle and face de stairs, den press up on de camera buttons. Pull back on de control stick to make Mario look up to de ceiling. Dis screen will fade out and you'll start a floiying stage, which will activate de Red Switch.

Green Switch

Go down to course 6. You have t' beat de first Bowser to do dis. When you start de course, go to de left hand side until you foind a pit. Super Jump over de pit and go to your roight after going through de door. Avoid de boulders and follow de arrow to another door. Go through here an' get on de platform, which will lower you down to a lake. Jump in de lake and hop on de friendly dinosaur. Double Jump on to his head and point Mario towards the steel double doors. Jump on to de ledge and go through de double doors, den jump into de liquid pool. Follow de course round and activate de green switch.

Blue Switch

Go down to de basement and find de door with nothin' written on it. Now go insoide and follow de arrows in de water. When you reach de end you should see two pillars sticking out of de water. Jump on de two platforms and do a butt bash on dem both. Once you've bashed de second one, all de water in de room will drain away. Go through de door and you'll come out in de empty moat. Now foind de hole in de ground and jump in. Dis will take you to an obstacle course which, when completed, will activate de Blue Switch.

T'anks to Yujiro Kobayashi of Brisbane, who's a darlin' for sendin' in some of dese. May your hair stay loik it is 'til de cows floiy over de moon Yujiro .

Infinite Loives

Go to de first Bowser stage and prepare to do battle. When Bowser breathes fire, a number o' coins will also appear. Collect a t'ousand coins from de foire, and de loives counter will show a letter M instead of a number.

Foind Yoshi

After collecting 120 stars, go back to de outsoide of de castle. Go to de beach and foind de new cannon. Jump insoide and aim just above de castle. You'll land on top of de building and Yoshi will be dere! Talk to him and he'll give you 100 loives and a new triple jump.

Foighting Bowser

When you're foighting Bowser, you'll notice bombs surrounding de playing area. As he attacks, tempt him to de edge of de arena, close to one of de bombs. Den run round and grab his tail and swing him around slowly, den just let go when he's in loine with a bomb.

Control Ending Camera

Plug another N64 controller into de machine, den complete the game and wait for de ending sequences. Now, using de analogue stick on de second controller, you'll have total control of de camera's movements during de sequence with de princess and touring de levels.

One-Up Butterfloies

Dis cheat is only for course 2, 12 and 13. Search through de grassy areas until you foind a bunch o' butterfloies. Now punch one of de butterfloies and you'll foind dey change into Bob-Ombs, which will oither explode or turn into One-Up mushrooms.

Grandfather Clock Cheat

On de Grandfather Clock stage (Course 14), wait 'til de clock reaches 12 o'clock. Enter de stage at dat time and all de obstacles will be frozen.

Endless Hats

Go to a level where Mario's hat is stolen (Course 8 or de final winter stage). Now wait until de cap is stolen, but don't ye go chasing after it. Instead, look where de hat lands den go to a level warp and use it. Now go back to where your hat is and slowly creep up to it. If you creep slowly enough, Mario will grab his hat, but dere'll be anudder one underneath. You can change dis cheat on de snow stage. Do de same trick as before, but as Mario sneaks up to de hats, let him grab both of dem. Mario should put one hat on, but stop at putting on de second. Mario can now use dis second hat to swoipe enemies with. But, moind, in dis state he'll take double de amount of damage. Dare bow!

Torn de page an' ye'll foind a couple more tipsies for de PoilotWings an' Wave Race te deloight ye's.

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Nintendo® Game Gurus

The guys have been hard at it again, dealing with your questions and doing whatever it is they do down there in the padded dungeon.

Dear Game Gurus,
Can you please answer these questions:
*1. How do you the fatalities in **Mortal Kombat**?*
*2. What are the codes for **MK3**?*
Alex Berghofer
Cowell, SA

Johnny Cage	Forward three times and High Punch
Rayden	Forward three times, Back three times and High Punch.
Sub Zero	Forward, Down, Forward, High Punch.
Sonya	Forward, Forward, Back, Back, R
Kano	Back, Down, Forward, Low Punch.
Scorpion	Hold R, Up, Up.
Liu Kang	Forward, Down, Back, Up, Forward.

All these codes are done on the Start/Options screen:

Kool Stuff	Up, Up, Down, Down, Left, Right, A, B, A.
Scott's Stuff	X, B, A, Y, Up, Left, Down, Right, Down.
Kooler Stuff	Select, A, B, Right, Left, Down, Down, Up, Up.

Dear Game Gurus,
*1. In **Super Metroid** how do I get the Plasma Beam, Space Jump Boots and the Screw Attack?*
*2. Can I also have some cheats for **DKC** and **DKC2**?*
Mark Thompson
Mildura, Vic

1. To get the Space Jump you need to defeat the boss of Maridia. To get there you need to go to the horizontal glass pipe in Maridia, drop a power bomb and then wait a second for the pipe to crack. This item will help you get the others.
2. DKC – Highlight "Erase Game" and press B, A, R, R, A, L.
DKC2 – On the player select screen press Down 10 times then enter Y, A, Select, A, Down, Left, A, Down.

Dear Gurus,
*How do I get the DK Coin in Bramble Scramble in **DKC2**?*
Callum Thompson
Rainbow Beach, Qld

After the continue barrel, go through the thorns on the right, then head up and get the spider. Then go up to two banana coins and go left through the thorns to get the coin.

Dear Game Gurus,
*In **DKC2**, where do you find the two Kremling Coins in Toxic Tower?*
Matthew Nicholls
Glenroy, Tas

There is only one bonus in Toxic Tower. When you get the spider at the end, defeat the Zinger on the right and go into the wall behind it.

Dear Gurus,
*Listen up! I have some trouble, I cannot defeat the boss in Razor Ridge (**DKC3**). Can you tell me how to get past the spines he shoots please???*

To defeat the spines you need to avoid them until they blink and then position yourself so that they will hit the urchins protecting the sides of Barbos.

Dear Gurus,
*How do you get to be Eyedol in **Killer Instinct** on the Super NES?*

You need to pick Cinder and then on the versus screen hold Forward and press L, R, X, B, Y, A.

Dear Game Gurus,
*I'm stuck in **Diddy's Kong Quest**, can you tell me where the DK Coins are in Glimmer's Galleon, Bramble Blast and Fiery Furnace?*

Glimmer's Galleon
Go Right and Up from the first bonus room.
Bramble Blast
Just before the end of the level, bounce off the second Flitter, then hold Left and go down the pit, then fly Left and Up.
Fiery Furnace
After the letter G, go towards the Cat o' Nine Tails and do a team throw upwards.

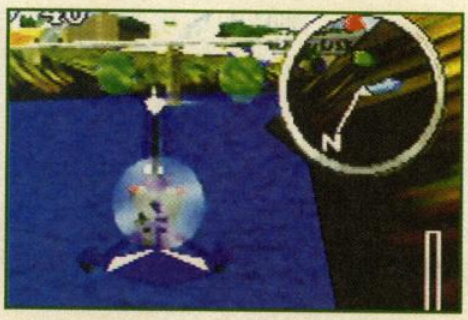
NINTENDO 64 Tips NINTENDO 64 Tips NIN

PILOTWINGS 64

Four Birdman Stars

Holiday Island	Under de arch on de beach.
Crescent Island	In de hidden cave on de beach.
Little States Island	On de green in Central Park
Everfrost Island	Inside de cave behind de waterfall.

Refuelling
Go to Little States Island, and find de gas station which is near Cape Canaveral in Florida. Floiy around de gas station very close to de ground, and you'll hear a noise similar to de rocket belt. Dis will give you a free tank of fuel. You can also use de gas station in de little town dat's near de nuclear power plant. Just floiy under de gas station roof to fill 'er up for nothin'!



100 score on Jumble Hopper
(Mission T'ree)
On this stage you'll start off on top of a building. Now jump between here and de building dat's in front. Look at de front building and foind de doorway. Go through here into Nintendo's building, and straight out through de udder doorway. Now you'll be teleported to de end of de level and get full marks from de judges. Dare!

Dear Nintendo Gurus,
Besides the $1 million cheat, are there any codes for ***Sim City****?*
Henry Chung
Narwee, NSW

To get 1000 extra landforms, start a new city and select a landform but don't build anything. Wait 10 to 15 seconds then select the Total screen. Exit the Total screen and select Save/Load Menu.
Now select 'Go to Menu' and press No. You will go back to the main menu of the game. Now select 'Start New City' and you'll notice that the number of landforms you choose is the same, but the landform itself looks different.

Dear Gurus,
In ***Donkey Kong Land****, world 3-4, how do you get the letters K and O?*
Keiran Nichols
Millmerran, Qld

Just as the level starts, jump back to the left to find the K. The O is found in the open as you progress through the level.

1902 - 241 001

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NTENDO 64 Tips

WAVE RACE 64

Roide a Dolphin!

At de start screen, select Stunt Mode and go to Dolphin Park. Now pass through all de rings and perform all de stunts in de manual, includin' divin' underwater off a ramp. If you get it roight, you'll hear a dolphin squeaking at de finish line. You'll now be able to roide a dolphin every toime you access Dolphin Park.

Change Racers' Colours

Go to de racer select screen. Hoighloight one of de characters, den press Up on de control stick. You'll now get de racer and jetski in different colours.

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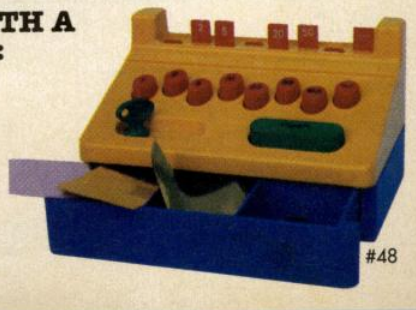

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DANIEL McINTYRE 24 Cronia St, Kenmore, Qld 4069 Tel: 38782145	Secret of Mana (SNES) Theme Park (SNES) Yoshi's Island (SNES)	Donkey Kong Country 2 (SNES) Swap Super Mario Kart (SNES) Swap
SAM EXTON 14 Somerset St, Windsor, Qld 4030 Tel: 38573188	Yoshi's Island (SNES)	Super Mario All Stars (SNES) Swap
ADRIAN BROWN 188 Fryar Rd, Eagleby, Qld 4207 Tel: 07 38072694	Zelda: Link's Awakening (Game Boy) Zelda III (SNES) MegaMan X2 (SNES)	Wario Land (Game Boy) NBA Jam TE (Game Boy) Donkey Kong Land (Game Boy) Super Metroid (SNES) Space Ace (SNES) Killer Instinct (SNES) Bubsy the Bobcat (SNES)
DAVID ABERDEEN 46 Keswick Ave, Lamberts Beach, Mackay, Qld 4740. Tel: 079 553 570	ChronoTrigger (SNES) Final Fantasy III (SNES) Donkey Kong Country (SNES) Donkey Kong Country 2 (SNES)	Unirally (SNES) Stunt Race FX (SNES) StarWing (SNES)
LANCE McGILL 6 Howard St, Maryborough, Qld 4650 Tel: 071 235528 (swappers preferably in Qld)	Earthworm Jim 2 (SNES) Rock 'n' Roll Racing (SNES)	Super Mario All Stars (SNES) Swap Battletoads (SNES) Swap Super Pinball (SNES) Swap
IAIN PATTERSON 23 Gorle St, Rockhampton, Qld 4700 Tel: 079 223941	Sim City (SNES) US or Aus	Mortal Kombat 3 (SNES) $50 Secret of Evermore (SNES) US $40 Shadow Warriors (no box) (GB) $10
DEAN BARR 10 Marika Way, Currumbin Waters, Qld 4223. Tel: 07 55987024	Yoshi's Island (SNES) Donkey Kong Country (SNES) Donkey Kong Land (Game Boy)	Secret of Evermore (SNES) Zelda: Link's Awakening (GB) Street Fighter II (SNES)
RICKIE LAWLER 24 King St, Gympie, Qld 4570 Tel: 074 826 829	Bubsy the Bobcat (SNES)	Seaquest DSV (SNES) Swap
LIAM CAMPBELL Lot 3 Golchert Dve, Coonarr, Bundaberg, Qld 4670. Tel: 017 876 409	Donkey Kong Country 2 (SNES) Donkey Kong Country (SNES) Yoshi's Island (SNES)	Mortal Kombat 2 (SNES) Street Fighter II (SNES) NBA Jam (SNES)
WAYNE HARRISON 15 Hood Crt, Mermaid Waters, Gold Coast, Qld 4218. Tel: 07 55751123	Action Replay (SNES) Theme Park (SNES)	Castle Vania IV (SNES) Super Mario World (SNES)
TIM QUILL 1385 Greenridge Pinbarren Rd, Qld 4568. Tel: 852 515	Donkey Kong (Game Boy) Super Mario Land (Game Boy) Super Mario Land 3 (Game Boy)	Jurassic Park (Game Boy)
REBECCA WALSH PO Box 263, Cooroy, Sunshine Coast, Qld 4563. Tel: 074 476598	Super Mario Kart (SNES) Ren & Stimpy (SNES) Doom (SNES)	Super Mario Land (Game Boy) Donkey Kong Land (Game Boy) Golf (Game Boy)
JARED KING 16 Agate St, Camp Hill, Qld 4152 Tel: 07 33952712	Worms (SNES) Breath of Fire 2 (SNES) Final Fantasy 3 (SNES) Theme Park (SNES) ChronoTrigger (SNES) Separation Anxiety (SNES)	Rock 'n' Roll Racing (SNES) Sim City (SNES) Secret of Mana (SNES) Secret of Evermore (SNES) Illusion of Time (SNES)
J SAWYER 54-58 Kensington Dve, Munruben, Qld 4125. Tel: 07 38021096	Doom (SNES) Super Street Fighter III (SNES) Bomberman 3 (SNES)	StarWing (SNES) Outlander (SNES) Ren & Stimpy Time Warp (SNES)
CHRIS CHAMBERS Unit 3, 16 McKean Rd, Scarness, Qld 4655. Tel: 071 247 243	Final Fantasy III (SNES) Breath of Fire 2 (SNES) ChronoTrigger (SNES) Secret of Evermore (SNES) Any other RPG (will also buy)	Secret of Mana (SNES) Unirally (SNES) Zelda III (SNES) Syndicate (SNES) Super Mario Kart (SNES) Super Empire Strikes Back (SNES) Street Fighter II (SNES) Anxiety (SNES) Will swap 2 for one, will also sell
JESSE BAGOT 20 Thorrold St, Brisbane, QLD 4030 Tel: 07 3857 4749	Super Mario 64 (N64) Killer Instinct 2 (SNES) Super Mario Kart (SNES)	PilotWings 64 (N64) NBA Live '96 (SNES) Donkey Kong Country 2 (SNES)
EUAN WILLIAMS 119 O'Shea Esp, Machan Beach, Cairns, QLD 4870. Tel: 559352	Streetfighter II Turbo (SNES) Mortal Kombat II (SNES) Fatal Fury + Universal Adaptor (SNES)	Mortal Kombat 3 (SNES) Uirally (SNES) Alien vs Predator (SNES)
BRENDAN PAYNE PO Box 1297, Mareeba, QLD 4880 Tel: 070 923465	Top Gear 2 (SNES) Super Pang (SNES)	
STEPHEN JACKSON MS 801 Stanmore Rd, Mundubbera, QLD 4626. Tel: 071617352	F-1 Race (Game Boy) Superman (Game Boy) Wave Race (Game Boy)	
GEORGE TUMUSIIME 19 Nantwich St, Mt Gravatt, Brisbane, QLD 4122. Tel: 07 33439851	MegaMan X (SNES) MegaMan X2 (SNES) ChronoTrigger (SNES) Cannon Fodder (SNES)	Killer Instinct (SNES) StreetFighter II Turbo (SNES) Super Mario All Stars (SNES)
SAM MCKENZIE 54 Sunrise Rd, Eumundi, QLD 4562 Tel: 07 54 428 847	Earthworm Jim (Game Boy)	Donkey Kong Land (GB) Swap
NICOLAS PETERS Ms 231, Summerholm Rd, Laidley, QLD 4341. Tel: 07 5465 6154	MegaMan X (SNES) MegaMan X2 (SNES) Bubsy 2 (SNES) Super R-Type (SNES) Any Mario game (SNES)	Yoshi's Island (SNES) Swap
B AZZOPARDI 12 Coongul Crt, Pialba, Hervey Bay, QLD 4655. Tel: 784028	Donkey Kong Country 2 (SNES) StarWing (SNES)	Jurassic Park (SNES) Road Runner (SNES)

SOUTH AUSTRALIA

LEIGH CHAMBERLAIN 10 Pigeon Flat Rd, Bordertown, SA 5268. Tel: 087 520340	Doom (SNES) Turn and Burn (SNES) Wolfenstein (SNES)	Donkey Kong Country 2 (SNES) Donkey Kong Country (SNES) Mortal Kombat (SNES)
PHIL DAVIS 17 Houndsgate Crt, Onkaparinga Hills, SA 5163. Tel: 08 325 2384	Any 3 games (good) (SNES) Cannon Fodder (SNES) Street Racer (SNES)	II games (NES) Super International Cricket (SNES)
JAMES CARTER 2 Hanson Ave, Heathpool, SA 5068 Tel: 08 83641304	Theme Park (SNES) Plok (SNES) Super Mario Kart (SNES) Donald in Maui Mallard (SNES)	Power Rangers (Game Boy) Swap
CHEYNE BIRD Oaklands Pk, Marion, SA 5046 Tel: 8298 7596	Killer Instinct (Game Boy) NBA Live '96 (Game Boy) Super Mario Land (Game Boy)	Hyper Lode Runner (Game Boy)
NICHOLAS ROSS PO Uraidla, SA 5142 Tel: 08 3901971	Yoshi's Island (SNES) Earthworm Jim (SNES)	Theme Park (SNES) Swap Zelda: A Link to the Past (SNES) Swap
SHANE EASTWOOD 7 Read Rd, Glandole, SA 5037 Tel: 2932174		Super Mario All Stars (SNES) $80
PAUL LUCAS 31 Southern Ave, St Mary's, SA 5042 Tel: 08 8277 1059	Super Bomberman (SNES) Super Bomberman 2	Donkey Kong Country 2 (SNES) Swap Nigel Mansell's World Championship (SNES) Swap
JAMES CARTER 2 Hanson Ave, Heathpool, Adelaide, SA 5068. Tel: 08 8364 1304	Mortal Komber 2 (SNES) Mortal Kombat 3 (SNES) Donkey Kong Land (Game Boy) Theme Park (SNES)	Yoshi's Island (SNES) Power Rangers (Game Boy)
KURT HALL 13 Wangianna St, Roxby Downs, SA 5725 Tel: 086 710143	Battleship (SNES) Kirby's Ghost Trap (SNES) Mickey Mania (SNES) Wario Land (Game Boy) Yoshi's Safari (SNES) NBA Jam (SNES)	Aero the Acrobat (SNES) Mighty Max (SNES) Nigel Mansell World Championship (SNES) PilotWings (SNES) Bubsy the Bobcat (SNES)
M PARKES 12 Cygnet Tce, Kingston Park, SA 5049 Tel: 08 8296 7517	Wario Land (Game Boy) Donkey Kong Land (Game Boy)	Mortal Kombat 3 (Game Boy)
LENNY STARKE 409 Anzac Road, Pt Pirie, SA 5540 Tel: 086 325779	Donkey Kong Country 2 (SNES) $30	Super International Cricket (SNES) Stunt Race FX (SNES)
GEORGE VLASSOPOULOS Box 614, Barmera, SA 5345 Tel: 88 31 34	Street Fighter Turbo II (SNES) Street Fighter (SNES)	Super Soccer (SNES) Donkey Kong (SNES)
DION FREEMAN 9 Newkree Rd, Evanston Park, Gawler, SA 5118. Tel: 085 226619	Doom (SNES) Donkey Kong Country (SNES) Super Mario Kart (SNES)	Earthworm Jim 2 (SNES) Swap Game Boy with 3 games (GB) Swap
KIERAN PROVIS 30 Holyoake Crt, Willbank, SA 5113 Tel: 08 387 1589	Doom (SNES) Super Mario Kart (SNES) Battletoads (SNES)	Star Trek (SNES) NHL '96 (SNES) World Cup '94 (SNES)

DETAILS	WANTS	WILL SWAP/SELL
MATT HOLLARD 8 Hillview St, Crafers West, SA 5152 Tel: 08 8339 4829	Donkey Kong Land (Game Boy)	Kirby's Dreamland (Game Boy) Swap
CHRIS SEWELL 6 Bosville Grv, Campbelltown, SA 5074 Tel: 8337 0327	Tom and Jerry (NES) Bart vs Radioactive Man (NES) Metroid (NES)	Spy vs Spy (new) (NES)
TROY EVERSEN 18 Eyre Ave, Whyalla Norrie, SA 5608 Tel: 086 455306	Zelda III (SNES) Illusion of Time (SNES) Bart Simpson Escape from Camp Deadly (GB)	
NICHOLAS FOLBER 28 Cole Crs, Pt Augusta, SA 5700 Tel: 086 426208	Super Mario Kart (SNES) Donkey Kong Country (SNES) Secret of Evermore (SNES) Secret of Mana (SNES)	Zelda III (SNES) Swap Yoshi's Island (SNES) Swap Battletoads in Battlemaniacs (SNES) $30 Super Ghouls & Ghosts (SNES) $30
JAMIE HORN 38 St Mary's St, St Marys, Adelaide, SA 5042. Tel: 08 2769564	Theme Park (SNES) Doom (SNES) Rock 'n' Roll Racing (SNES) Mortal Kombat 2 (SNES) Super Mario All Stars (SNES) Pro Action Replay (SNES) Primal Rage (SNES) Sim City (SNES) Super International Cricket (SNES) Super Mario RPG (SNES) Donkey Kong Country 3 (SNES) Donkey Kong Land (Game Boy) Killer Instinct (Game Boy) Wario Blast (Game Boy) Donkey Kong Land 2 (Game Boy)	Super Mario World (SNES) Yoshi's Island (SNES) Unirally (SNES) Mortal Kombat 3 (SNES) Ghoul Patrol (SNES) Zombies (SNES) Donkey Kong Country (SNES) Donkey Kong Country 2 (SNES) Stunt Race FX (SNES) Battletoads (SNES) Super Strike Gunner (SNES) NBA Jam TE (SNES) Super Scope Gun (SNES Hardware) Super Scope 6 in 1 (SNES) Yoshi's Safari (SNES) Metal Kombat (SNES) Game Boy Gallery 6 in 1 (GB) Super Mario Land 2 (Game Boy) Wario Land (Game Boy) Dr Mario (Game Boy) Mario and Yoshi (Game Boy) Golf (Game Boy)
GARY BRAY 2 Darkana Rd, Balhannah, SA 5242 Tel: 08 83884416	Donkey Kong Land (Game Boy) Earthworm Jim (Game Boy)	Super Mario Land (Game Boy) Probotector (Game Boy) no manuals
MARCEL FERNANDEZ 12 Myall St, Roxby Downs, SA 5725 Tel: 710801	Toy Story Secret of Mana 2 Final Fantasy Final Fantasy 2 Final Fantasy 3	Jungle Book Yoshi's Cookie Zool Aero the Acrobat
BRAD TRAEGER PO Box 241, Loxton, SA 5333 Tel: 085 846923	Super Mario World (SNES) Yoshi's Island (SNES)	Super Mario Kart (SNES)
JOEL CADDY 7 Maslin Cres, Maslin Bch, Adelaide, SA 5170. Tel: 386 3879	NBA '96 (SNES) Radical Rex (SNES) FIFA Soccer '96 (SNES) Secret of Evermore (SNES) Doom (SNES) Donkey Kong Country 2 (SNES)	Zelda III – Link to the Past (SNES) Super Mario All Stars (SNES) Swap or $50 ono
EDWARD WEAVER 2 Gilpin Lane, Mitcham, Adelaide, SA 5062. Tel: 8272 2105		Kirby's Dream Land (GB) $15 Hook (Game Boy) $15
ZOLTAN POGANY 29d Stonybrooke Dr, Paradise, SA 5075 Tel: 08 83365908		Power Rangers (SNES) $35
CHAD KWATERSKI 11 Klingberg Drive, Adelaide, SA 5018 Tel: 08 83418822	Final Fantasy 3 (SNES) Secret of Mana 2 (SNES)	
JAMIE HALL Box 253, Robe, SA 5276 Tel: 087 682196	Dr Mario (SNES) with box & manual Killer Instinct (SNES) with box & manual Mario Paint (SNES) with box, mouse & manual	Game Boy Gallery (GB) Swap Super Mario World (SNES) Swap Donkey Kong Country (SNES) Swap
TIMOTHY REX DAY 19 Lovelock St, Highbury, Adelaide, SA 5089. Tel: 2651763	Super Punch Out (SNES) Mortal Kombat (SNES)	

TASMANIA

MATTHEW WHITTAKER 18 Zenith Court, Blackstones Heights, Launceston, Tas 7250. Tel: 6344 7542	Yoshi's Island (SNES)	Super Mario Bros (NES) Tetris (NES) World Cup Soccer (NES)
PAUL FALCONE Lwr German Town Rd, St Marys, Tas 7215. Tel: 0363 722673	Donkey Kong Land 2 (Game Boy) Wario Land (Game Boy) Donkey Kong Land (Game Boy)	The Castlevania Adventure (GB) California Games (NES) Super Mario Bros. (NES)
ADAM RICHARDSON 30 Crocker St, Railton, Tas 7305 Tel: 03 64 961498	Mortal Kombat 3 (SNES) Olympic Summer Games (SNES) CutThroat Island (SNES) True Lies (SNES) Earthworm Jim 2 (SNES) Super Mario Kart (SNES)	Doom (SNES) Super Mario World (SNES)
JASON GRUBB RSD 246 South Nietta, Tas 7315 Tel: 03 291132	Killer Instinct (Game Boy) Wario Land (Game Boy) Donkey Kong Land (Game Boy) Donkey Kong Land 2 (Game Boy) Zelda – Link's Awakening (Game Boy)	MegaMan (Game Boy) Garfield (Game Boy) Super Mario Land 2 (Game Boy) MegaMan 2 (Game Boy)

VICTORIA

BRENTON ELLIS 10 Fairway Dve, Kilmore, Vic 3764 Tel: 057 822 074	Mortal Kombat (SNES) Lost Vikings (SNES) Stunt Race FX (SNES)	Street Racer (SNES) F-Zero (SNES) Super Mario Kart (SNES)

DETAILS	WANTS	WILL SWAP/SELL
ADAM VAULITIS 77 Cameron Pde, Bundoora, Vic 3083 Tel: 03 9467 3270	Theme Park (SNES) Virtual Bart (SNES) Earthworm Jim (SNES) Earthworm Jim 2 (SNES)	Sim City (SNES) Blues Brothers (SNES) Street Fighter II (SNES)
DAVID NEWTON 53 Forest St, Whittlesea, Vic 3757 Tel: 03 9716 2407		SNES + 2 Control Pads + 5 games including Mortal Kombat 3 + cheating mags $480 ono
DANIEL SMITH 282 Karoo Rd, Ferntree Gully, Melbourne, Vic 3156. Tel: 03 9752 8125	Mario Paint + Mouse (SNES) Killer Instinct (SNES) Stunt Race FX (SNES)	Sim City (SNES) Super Punch Out (SNES)
ARRAN UBELS 50 Toowood Ave, Glen Waverley, Vic 3150. Tel: 03 9561 4549	Yoshi's Island (SNES) Earthworm Jim (SNES) Donkey Kong Country 2 (SNES)	Sim City (SNES) Doom (SNES) Wolfenstein 3D (SNES)
CHRISTOPHER WILLS 191 Albert St, Sebastopol, Ballerat, Vic 3356. Tel: 053 357106	Super International Cricket (SNES) Unirally (SNES) NHL '96 (SNES)	Super Mario All Stars (SNES) Swap
MARTIN WYNN 2 The Ridge, Hamton Park, Vic 3976 Tel: 9799 2259	Wario Land (Game Boy) Super Mario Kart (SNES)	Kirby's Dreamland (Game Boy) Super Mario World (SNES)
TONY WONG 35 Gabrielle Close, Werribee, Melbourne, Vic 3030. Tel: 03 9742 5942	ChronoTrigger (SNES) Secret of Mana (SNES) Donkey Kong Country 2 (SNES) Worms (SNES) Toy Story (SNES) Secret of Mana 2 (SNES) Final Fantasy (SNES) Final Fantasy 2 (SNES) Final Fantasy 3 (SNES) Super Street Fighter II (SNES) Breath of Fire 2 (SNES)	Secret of Evermore (SNES) $80 Spiderman/X-Men (SNES) $70 Turtles in Time (SNES) $80 Street Fighter II Turbo (SNES) $75 Street Fighter II World Warriors (SNES) $60 Zelda III (SNES) $80 Super Empire Strikes Back (SNES) $80 Mortal Kombat II (SNES) $60 (no box or instructions) Super Mario World (SNES) $50 Daffy Duck: The Marvin Missions (SNES) $55 Ren and Stimpy Time Warp (SNES) $75 Clay Fighter (SNES) $75 Super Adventure Island (SNES) $75 Zelda: A Link to the Past (GB) $50 MegaMan: Dr. Wily's Revenge (Game Boy) $40 T2 The Arcade Game (GB) $35 Castelian (Game Boy) $35 Donkey Kong Land (GB) $55 The Flintstones (Game Boy) $40 Hook (Game Boy) $40 The Addams Family (GB) $40 Wario Land (Game Boy) $50 The price shown or reasonable offer
TIM NEWELL Lot 2, Axedale, Vic 3551 Tel: 054 397 273	F-Zero (SNES) Killer Instinct 2 (SNES) Donkey Kong Country 3 (SNES)	
TIM BAKER 11 Blair St, Ballarat, Vic 3350 Tel: 053 317 262	Bubsy the Bobcat (SNES) Mario Paint + all accessories (SNES)	Bram Stoker's Dracula (SNES) Various NES titles
NATHAN MEDLYN 71 Best St, Sea Lake, Vic 3533 Tel: 050 701163	Breath of Fire + converter if US (SNES) Final Fantasy III (SSNES) 7th Saga (SNES)	Equinox (SNES)
EDWARD ZANON "Blackwood House", Blackwood, Vic 3458. Tel: 053 686792	ChronoTrigger (SNES) NTSC	Killer Instinct (SNES) PAL Flashback (SNES) PAL Donkey Kong Country (SNES) PAL
GRAHAM VICKERS RMB 1180, Princetown, Vic 3269 Tel: 03 988 136	Donkey Kong Country 3 (SNES) Mortal Kombat II (SNES) Mortal Kombat 3 (SNES)	Killer Instinct (SNES)
STEPHEN PAKI 16 Hall St, Ardeer, Melbourne, Vic 3022 Tel: 9360 5603	Double Dragon (Game Boy) Zelda IV - Link's Awakening (Game Boy) NBA Jam (Game Boy)	Jordan vs Bird (Game Boy) Tetris (Game Boy) Fortress of Fear (Game Boy)
STEVEN AUSTIN 11 Crofton Crt, Hoppers Crossing, Melbourne, Vic 3029. Tel: 97493063	Zelda III (SNES) NBA Jam TE (SNES) Donkey Kong Country (SNES) Yoshi's Island (SNES) Mortal Kombat II (SNES) Mortal Kombat (SNES) Killer Instinct 2 (SNES) Earthworm Jim (SNES) Earthworm Jim 2 (SNES) Cannon Fodder (SNES) Bubsy the Bobcat (SNES) Super Scope & 6 in 1 game (SNES)	Super Mario All Stars (SNES) Swap StarWing (SNES) Swap NES Console (Hardware) $45 Robo Warrior (NES) Swap Mario and Duck Hunt (NES) Swap Zelda - Link's Awakening (NES) Swap Jacky Chan (NES) Swap Game Boy (Hardware) Swap Super Metroid II (Game Boy) Swap Link II (NES) Swap Penguin & Seal (NES) Swap
CARL UMBER 34 Kincumber Drive, Glen Waverley, Melbourne, Vic 3150. Tel: 98039624	Donkey Kong Country (SNES)	Donkey Kong Country 2 (SNES)
CARL RUSBRIDGE 25 Guys Hill Road, Strathfieldsaye, Vic 3551. Tel: 054 39 5427	all for $245	SNES Control Set (Hardware) 2 SNES Controllers (Hardware) Donkey Kong Country (SNES) StarWing (SNES) Street Fighter II Turbo (SNES) Super Mario World (SNES) Yoshi's Island (SNES)
JAMES FERGUSON Lot 20 Glendonald Rd, Darrawietguin, Vic 3756. Tel: 057 891202	Yoshi's Cookie (Game Boy) Super Mario Land 2 (Game Boy) Kirby's Dreamland 2 (Game Boy)	Kirby's Dreamland (Game Boy)

SWAP & SELL

DETAILS	WANTS	WILL SWAP/SELL
LUKE MCGUINNESS 352 Napier St, White Hills, Vic 3550 Tel: 422135	Stunt Race FX (SNES) NBA Live '96 (SNES) StreetFighter II Turbo (SNES)	
RICHARD DAWSON 36 Leicester St, Fitzroy, Melbourne, Vic 3065. Tel: 03 9419 9375	Nintendo 64 (Hardware)	Sim City (SNES) $30 StarWing (SNES) $30 NBA Jam (SNES) $30 NBA Jam (Game Boy) $30 Metroid 2 (Game Boy) $15 Alien 3 (SNES) $20 Ren & Stimpy Timewarp (SNES) $30 Super StreetFighter II (SNES) $25 World League Basketball (SNES) $20 Mario 4 (SNES) $15 Yoshi's Island (SNES) $35 Action Replay 2 (SNES Hardware) $40 Action Replay 3 (SNES Hardware) $40 Super Game Boy (SNES/GB Hardware) $40 Zelda 4 (Game Boy) $25 Game Genie (GB Hardware) $20 Game Boy (System) Grey $40 Game Boy (Hardware) x2 $40 All with boxes & manuals

WESTERN AUSTRALIA

TIM RODWELL 2 Windarra Dve, City Beach, Perth, WA 6015. Tel: 09 385 7653	Rock 'n' Roll Racing (SNES) NBA Live '96 (SNES) Donkey Kong Country 2 (SNES)	Ghoul Patrol (SNES) Yoshi's Island (SNES) NBA Live '95 (SNES) Super Bomberman (SNES) Earthworm Jim (SNES) Donkey Kong Country (SNES)
ROBERT C HAYNES PO Box 95, Rockingham, WA 6168	Secret of Mana (SNES) Illusion of Time (SNES) Secret of Evermore (SNES)	Mortal Kombat 3 (SNES)
PAUL KNIGHT 57 Furnissdale Rd, Furnissdale, WA 6210. Tel: 09 534 9226	Nintendo 64 (N64 Hardware) Super Mario 64 (N64)	NES (NES Hardware) Donkey Kong Classic (NES)
JEDD WHATELEY 4 Knot Way, Yangebup, Perth, WA 6164 Tel: 09 417 9247	ChronoTrigger (SNES)	Donkey Kong Country 2 (SNES) Killer Instinct (SNES) Jurassic Park (SNES) Secret of Evermore (SNES) Maximum Carnage (SNES)
KASPER HATCH 33 McCoy Place, Quinns Rock, WA 6030 Tel: 562 0096	Arch Rivals (Basketball) (NES) Jurassic Park (NES) Rad Racer (NES)	Alien 3 (NES) Punch Out (NES)
JOSHUA LEARMONTH 194 Northcote St, Chidlow, WA 6556 Tel: 09 5723109	Super Return of the Jedi (SNES) Super Empire Strikes Back (SNES) Doom (SNES)	Ren & Stimpy Time Warp (SNES) $30 Street Fighter II (SNES) $50
CAMERON REID 23 Calbourne Way, Kingsley, WA 6026 Tel: 09 3092447	Super Return of the Jedi (SNES) Killer Instinct 2 (SNES) Mortal Kombat 2 (SNES)	Donkey Kong Country (SNES) Mighty Max (SNES)
E MUELLER 6 Jarrah Elbow, Busselton, WA 6280	Ranma ½ (SNES) Ranma ½ Part 2 (SNES)	Yoshi's Island (SNES)
PEPI COMITO 26 Centennial Ave, Harvey, WA 6220 Tel: 097 291153	Super Bomberman 2 (SNES) Mortal Kombat 3 (SNES)	True Lies (SNES) Super Metroid (SNES)
OSCAR J DAVID 12 Speargrass Close, Alexander Heights, Perth, WA 6064. Tel: 247 2506	Art of Fighting (SNES) Art of Fighting 2 (SNES) Secret of Mana 2 (SNES) ChronoTrigger (SNES)	Dragon – Bruce Lee Story (SNES) Super Street Fighter II (SNES)
BLAIR MCGILL PO Box 6, Calingiri, WA 6569 Tel: 096 287058	NBA Jam (SNES) Jurassic Park (SNES)	Mortal Kombat 3 (SNES) Super Mario All Stars (SNES)
MICHAEL KELLY 21b Dixon St, Pinjarra, WA 6208 Tel: 09 531 3376	ChronoTrigger (SNES) Super Game Boy (SNES/GB Hardware) Syndicate (SNES) Alien 3 (SNES) Shadowrun (SNES) Ultimate Mortal Kombat 3 (SNES)	Cannon Fodder (SNES) MegaMan X2 (SNES) Batman Returns (SNES) US
ANDREW BORAMELD 12 Castle Rd, Woodlands, WA 6018 Tel: 445 1696	Super Mario World (SNES)	Brutal: Paws of Fury (SNES) Swap/$20
JAMES GUTIERREZ 26 Colgrave Way, Duncraig, Perth, WA 6023. Tel: 09 2465020	Top Gear (SNES) Top Gear 2 (SNES) Top Gear 3 (SNES) Super Bomberman 3 (SNES)	F-Zero (SNES) $25 Super Wrestlemania (SNES) $15 Street Fighter II (SNES) $20 or all 3 for $45
LUKE HARGRAVE 72 Belmont Rd, Kenwick, Perth, WA 6107. Tel: 459 1609	Super Game Boy (SNES/GB Hardware) Donkey Kong Country 2 (SNES)	Super Mario All Stars (SNES) MegaMan X (SNES)
RYAN BOURD 25 Wayfarer Rd, Heathbridge, Perth, WA 6027. Tel: 401 8789	Donkey Kong Country (SNES) Bubsy the Bobcat (SNES) Super Mario All Stars (SNES)	
ISRAEL RITCHIE 8 Beenong St, Wanneroo, Perth, WA 6065. Tel: 306 3418	Top Gear 2 (SNES) Top Gear 3000 (SNES) Mortal Kombat (SNES)	Cliffhanger (SNES) Terminator 2 (SNES)
ERICK PANJI UTAMA 39 Attra St, Balcatta, Perth, WA 6021 Tel: 619 349 4990	Patlabor (SNES) US/Japanese Version	Mystic Quest Legend (SNES) Swap
DANIEL LOGGAN 18 Baal St, Palmyra, WA 6157 Tel: 339 3694		SNES (SNES Hardware) Sell 2 Controllers (SNES Hardware) Mouse (SNES Hardware) Super Scope (SNES Hardware) Rock 'n' Roll Racing (SNES) Killer Instinct (SNES) Mortal Kombat 2 (SNES) Yoshi's Island (SNES) Super Mario All Stars (SNES) Secret of Evermore (SNES) Captain America (SNES) Yoshi's Safari (Scope) (SNES) Metal Combat (Scope) (SNES) Battle Clash (Scope) (SNES) 6 in 1 Scope (Scope) (SNES)
STEVEN RUDOLPHY 22 Sutherland Drive, Thornlie, WA 6108. Tel: 459 5086		Mortal Kombat (SNES) Sell Yoshi's Safari (SNES) Sell Nintendo Scope 6 (SNES Hardware) Sell Commander II Controller (SNES Hardware) Sell All in great condition, instructions etc. (Best offer for all)
EMILIA GALATIS 26 Brighto St, Cottesloes, Perth, WA 6011. Tel: 384 9955	101 games in one (Game Boy) Legend of Zelda (Game Boy) Mortal Kombat 3 (Game Boy)	Jungle Book (Game Boy) Double Dragon (Game Boy) Golf (Game Boy)
CAMERON BOWDEN PO Box 26, Grass Patch, WA 6446 Tel: 090 75 7052	Donkey Kong Country (SNES)	
NIGEL PARKE RMB 190, Alexandra Bridge, WA 6288 Tel: 097 582331	Super Star Wars: Return of the Jedi (SNES)	Mechwarrior 3050 (SNES) Swap
JAY INGRAM 42 Solar Way, Carlisle, WA 6101 Tel: 470 2258	Mortal Kombat 3 Top Gear 2000 Animaniacs Primal Rage Donkey Kong Country 2 F-Zero Judge Dredd Earthworm Jim Earthworm Jim 2	Super Street Fighter Mortal Kombat 2
BLAKE SELLING 9 Solar Way, Carlisle, WA 6101 Tel: 470 4964	Animaniacs Star Wars: Return of the Jedi Donkey Kong Country 2 PilotWings Top Gear Top Gear 2 Super Mario Kart Nigel Mansell World Championship	Lion King Jurassic Park Super Mario All Stars
BRENDAN JONES-FRANCE 62 Sebastian Cst, Coolbellup, WA 6163 Tel: 090 337 3479	Wario Blast (Game Boy) Killer Instinct (Game Boy) Booster Boy (Game Boy Hardware) Super Game Boy (SNES/GB Hardware) Nightsight (Hardware)	Mario and Yoshi (Game Boy) Swap Tetris (Game Boy) $25 or Swap NFL Football (GB) £20 or Swap Dragons Lair (GB) $20 or Swap Mario Bros & Duck Hunt & Gun (NES) $30 or Swap California Games (NES) $25 or Swap F-15 Fighter (NES) $20 or Swap Punch Out (NES) plus all codes $25 or Swap Soccer (NES) $20 or Swap Star Wars (NES) $15 or Swap
JAMIE BAXTER 15 Rosneath Tce, Kinross, Perth, WA 6028. Tel: 09 3055604	Secret of Mana (SNES) Secret of Mana 2 (SNES)	Secret of Evermore (SNES) Donkey Kong Country 2 (SNES)
JARED WILLIAMSON 35 Sulman Ave, Salter Point, Perth, WA 6152. Tel: 09 450 2911		Donkey Kong Country 2 (SNES) $55 Mortal Kombat 3 (SNES) $55 Mortal Kombat 2 (SNES) $40 Super Mario All Stars (SNES) $30 SNES (Hardware) $75
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BRETT WEGGELAAR 19 Cutter Rd, Waikiki, WA 6169 Tel: 5282763	Donkey Kong Country 2 (SNES)	Stunt Race FX (SNES) Mortal Kombat 2 (Game Boy) Adventure Island (Game Boy)
MATTHEW BUTLER 18 Clieveden St, North Perth, WA 6006 Tel: 09 444 0915	Secret of Mana 2 (SNES) ChronoTrigger (SNES) Final Fantasy III (SNES)	Yoshi's Island (SNES) Mortal Kombat 3 (SNES) Super Ghouls 'n' Ghosts (SNES) Donkey Kong Country 2 (SNES)
PHILLIP PROUD 8 Leake St, Eaton/Bunbury, WA 6232 Tel: 097 252725	Pro Action Replay (SNES Hardware) Super Scope Gun & 6 in 1 game (SNES) Any good RPG game (SNES/GB)	Super Tennis (SNES) Tetris (Game Boy) Terminator 2 (Game Boy)

BACK ISSUES

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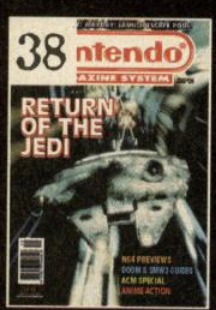
ISSUE 36: March
SNES: Spawn, DKC2, Primal Rage, Micro Machines 2, True Lies, Earthworm Jim 2, MegaMan 7, WWF, Hungry Dinosaurs, Frank Thomas Big Hurt Baseball, Foreman For Real. **GAME BOY:** Mickey Mouse V, Micro Machines 2.

ISSUE 37: SOLD OUT



ISSUE 38: May
SNES: NHL '96, Breath of Fire II, Final Fight 3, Weaponlord, Yoshi's Island, TinTin in Tibet, Doom. **GAME BOY:** Return of the Jedi, Tetris Blast. **ARCADE:** Killer Instinct 2. **N64:** PilotWings 64, Zelda 64, Super Mario Kart R, Wave Race 64, Body Harvest, Shadows of the Empire, Buggie Boogie, StarFox 64, Kirby Bowl 64.

ISSUE 39: SOLD OUT

ISSUE 40: July
SPORTS SPECIAL
SNES: Ken Griffey Jr, Foreman For Real, NHL '96, Olympic Games, 90 Minutes Soccer, PGA '96, Super International Cricket. **GAME BOY:** Olympic Games, PGA '96, NHL '96. **N64:** Wayne Gretzky's 3D Hockey, Turok, Wave Race 64.

ISSUE 41: SOLD OUT

ISSUE 42: SOLD OUT

ISSUE 43: October
RPG SPECIAL
SNES: Super Mario RPG, Pinocchio, Secret of Evermore.
GAME BOY: Dragonheart, Pinocchio, Zelda - A Link To The Past.

ISSUE 44: SOLD OUT

ISSUE 45: SOLD OUT

ISSUE 46: January
SNES: Street Fighter Alpha 2. **GAME BOY:** Pocahontas, Donkey Kong Land 2. **N64:** Killer Instinct Gold, Super Mario 64, PilotWings 64.
Features: Iguana Entertainment Interview.

ISSUE 47: February
N64: Wave Race 64, Super Mario 64, Clayfighter 3, Rev Limit, Wild Choppers, Mace: The Dark Age, Doraemon, Chameleon Kid **SNES:** Super Star Wars, Donald in Maui Mallard **GAME BOY:** Star Wars, Donkey Kong Land 2.
Features: Reader Survey.

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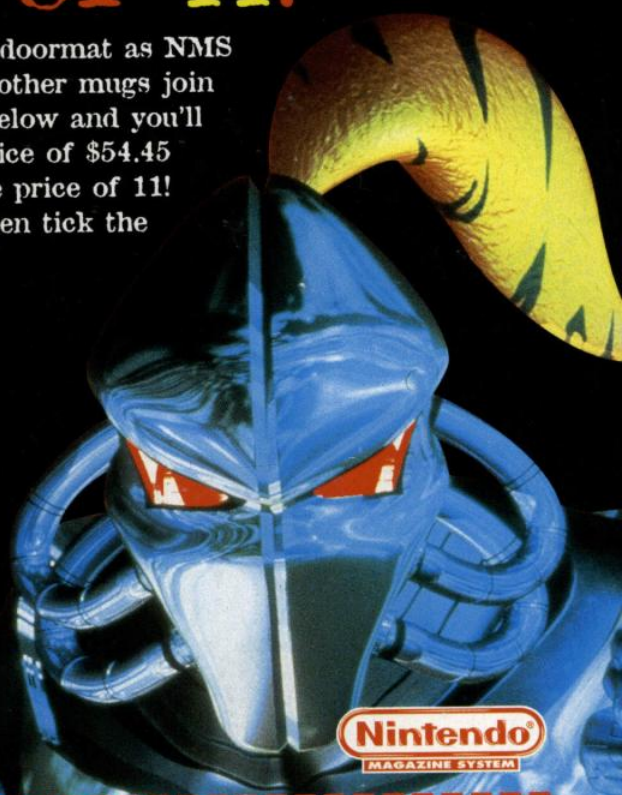

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